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# SUPER MARIO ADVANCE

## Combined Classics 24

Super Mario Advance for Game Boy Advance combines an updated Super Mario Bros. 2 with the original Mario Bros. Our strategy review of the combo title introduces all of the characters and moves, and provides tactics for taking on every one of Mario's adventures. You'll also find a ton of multiplayer tips that are sure to give you the upper hand in a game-linked match.



## E3 Exclusive 36



First comes Game Boy Advance. The Nintendo GameCubed A new presentation of Nintendo fans about to begin with the eighth bit, as always, an quality and playability. Our exclusive look at the Nintendo GameCubed Atlas that were the talk of E3 includes Luigi's Mansion, Starfox Adventure, Dino Dino Planet, Super Smash Bros. and more.

## Hawk's Highlights 50



Declared to be one of the best nights for Game Boy Advance, Tony Hawk's Pro Skater 2 has all the right moves. Join us as we tip, grab and grind through a preview of the game's features and highlights. On the pulchritudinous's boards, you'll find a poster that shows the Hawk himself so he pulls off one of his signature high flying moves.

## Ages Pages 68



The 25 page follow-up to our coverage of The Legend of Zelda: Oracle of Seasons and Oracle of Ages shows the spotlight on Oracle of Ages with a walkthrough that will take you past the game's toughest boss. The Oracle of Seasons's stages center on the Lost Woods.

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**VOLUME 145 — JUNE 2001**  
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4460 15th Avenue NE, Redmond, Washington, WA 98073. \$2.99 per issue in the U.S.A. (GST-10) or \$3.99 (GST-included) elsewhere in the world. All rights reserved. Nothing that appears in Nintendo Power may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Nintendo of America Inc. Nintendo is a registered trademark of Nintendo of America, Inc. © 2001 for games and characters not owned by Nintendo. All other trademarks are the property of their respective owners.



# PLAYER'S PULSE



**Mr. Kenneth Lau's letter in Volume 143 has started a battle royale in the pages of Player's Pulse, as graphics-loving gamers square off against players who prefer Paks with a liberal dose of plot, sound, multiplayer value and/or challenge. There's one thing that Nintendo lovers everywhere should be able to agree on—with a debate this fierce, there are no easy answers!**

## GREAT GRAPHICS?

Graphics are NOT everything. A game can look extremely cool and have absolutely nothing going for it in any other area. Some people look only for graphics and miss the other 99% of the game. I think plot and play control are the most important. RPGs wouldn't exist if plot wasn't important, and if a game is hard to control, it's no fun or all.

*Kate Harton  
West Fargo, ND*

What is Kenneth Lau talking about? Graphics aren't important, game play is! If a game isn't fun or doesn't have good control, then I'm not going to play it. If he keeps thinking that way, he's going to miss out on some really great games.

*Philly Mizuich  
Via the Internet*

The thing that matters most is play control. You can have the best graphics in the world, but without play control you can't play the game. Designers should focus on play control and replay value before adding all the fancy bells and whistles.

*Joel Rostera Jr.  
Pawnee City, IL*

*Are good graphics really just bells and whistles? Some readers would disagree ...*

What's the point of playing if you can't even find the head of your opponent, or the people all look like robots? Without great graphics, a game is just a waste of money.

*Michele Herrera  
Rose Raton, FL*

I agree with Kenneth 100%. I think it's important for a game to have characters that you can form a connection with. And that's how when they all have flat faces and blocklike bodies.

*Emily Fresh  
Orem, UT*

*And the battle rages on...*



Graphics aren't the most important detail in a game. For example, characters in GoldenEye are mostly blocks with flattened faces, yet it's one of the best games ever.

*Matt Klein  
Sublette, IL*

*GoldenEye is one of the best-selling N64 games of all time and continues to do well three years after its release. block-faces and all.*

Hey NP KREW, it's graphics or nothing! I agree with Kenneth—Aldys Chronicles has terrible graphics and probably isn't a very good game because of it.

*Anonymous  
Via the Internet*

*Probably? You wouldn't be passing judgment on a game you haven't even played, would you?*

I beg to differ with Kenneth. I'm on *Aldys Chronicles*. It's a one-of-a-kind game, an RPG without the cutesy choruses of *Poibmen* or *Paper Mario*. You may pass up *Aldys* for its graphics, but you'll miss out on one of the most engaging RPGs of all time.

*Blawettag  
Via the Internet*



Just because a game lacks amazing graphics doesn't mean it isn't good. Look at *Starcraft 64*. The graphics aren't what you would consider great, but it is a really good and challenging game.

## LETTER OF THE MONTH

I'm not saying graphics aren't important, but when I looked at Volume 143's list of memorable games, I saw titles like *Lufia II*, *Earthbound*, *Chrono Trigger* and *Super Metroid*. Could any of those games' visuals compare with the graphics of today? Probably not, but gamers still hold them near and dear to their hearts. I think that says a lot about the importance of graphics when compared to the game as a whole.

**Shawn McCarty  
Via the Internet**

*Excellent point, Shawn. It makes you appreciate the genius of a game like *Chrono of Time*, where graphics, plot, play control and sound are all combined into one beautiful package.*







I got it a month after it was released, and I still haven't finished it. It offers a serious challenge, and that's what I look for in a game.

*Jared Downage*  
Via the Internet

The most crucial part of a game is the multi-player value. Games are more fun if you have a person or two playing with or against you, even if the single-player mode stinks.

*Ruben Lam*  
Tucson, AZ



Some of our favorite multiplayer romps include *Perfect Dark*, *The World Is Not Enough* and, of course, *Nap Scream* Best.

Yes, it's important to have good graphics, but it's even more vital to have a good story. I mean, who cares about a game with awesome graphics if the main character is a peat that you have to get to the top of a staircase? I wouldn't.

*Janey Hight*  
Via Soul Mail

Hey, we were really looking forward to *Power Star 64*.

My favorite games are ones that allow for creativity. I love to design and name things. I dream of a football game where I can create my own league, uniforms, teams, players and plays. As for graphics, I really don't care. One of the problems with many arcade games is that all other game features have been sacri-

ficed in the name of graphics. It's like making modeling clay away from a kid and giving him a shiny toy that does nothing but squeak when you push a button.

LB

Via the Internet  
Hey, we were really enjoying our new *Star Spreader 4000*. Seriously though, if it's design options you want, check out *Madden 2001*, which allows you to customize players, plays, teams, leagues, drafts and coaches. You even get to negotiate salaries with free agents in the off-season!

Kenneth Lou is right, graphics are important. I don't like a game unless it's got good graphics. I mean, what's the point of looking at a game that is hard to see?

*Anonymous*  
Via the Internet

The most critical part of a game is the music, by far. The right tunes can set the mood for an entire scene. I could never play a game with the volume turned down. If music isn't important, why are there soundtracks for games?

*John Morris*  
Via the Internet



That's right! Get some friends together and kick out the DK Javel Or just play *Donkey Kong*

64 and groove to the hypnotic jungle rhythms.

I almost feel offended by Kenneth's view on video games. All that matters is game play! A game could have the worst graphics in the world and still be the best game. I love *Harvest Moon 64*, but you have to live with weird graphics and spelling glitches like "Welcome home, Dear." Despite that, I find myself playing the game during much of my free time!

*Anonymous*  
Via the Internet



We here at NP have a number of *Harvest Moon 64* fanatics, and guesser and all, besides, you have to love a game in which the publisher actually outspits its own nose on the 64's nose.

Graphics are nice, but the most important thing is the hero—he HAS to be cool! Link is by far the coolest of all.

*Nick*  
Via the Internet

Without good graphics, you might as well just read a book.

*Blindspdy*  
Via the Internet

The graphics debate rages on, and there's no way we'll settle it in one sitting. Thanks to all the gamers who rang in with their impassioned, heartfelt views.

## LIGHT MY WAY

Has anyone noticed the power light on the new GBA? It's

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changed from the usual red to green. Does the new color serve a purpose?

*Tyon  
Via the Internet*

*No bet your LCD is dead! The new Game Boy Advance light shines a bright green when you put a fresh set of batteries in it, and turns red when their life is growing short. Best of all, on the batteries lose power, the red light goes dim—so you'll always know when it's time to see your game!*

## EMULATORS REVISITED

I read about emulators in Volume 143 of NP, and I thought I could give a more detailed explanation. Having a ROM of a game you already own is not illegal, as it is intended to be a backup copy only. However, if you downloaded a ROM that you don't own, you must delete it within 24 hours. Also, it's legal to copy a game if it's no longer available in stores, because then it's in the pub-

lic domain. I hope I've cleared some things up.

*Anonymous  
Via the Internet*

*We received a number of letters on this subject, so we'll take a moment to explain our practice in detail. Having an emulated ROM of a game, whether you own it or not, is illegal. The so-called window is a common Internet ruse, but it's untrue. The backup-copy theory, commonly used with computer software, does not apply to game data contained inside ROM semiconductor chips. You couldn't make a "backup" copy of the new Pokémon movie or photocopy any single page of the latest Harry Potter book, and the same logic applies to games. It's also against the law to download a ROM even if it's no longer widely available. Public domain refers to a work that has been around so long that it's free for anyone to use—like a Bach composition or a Shakespeare play. But product copyrights are good for 75 years after they're filed, which means it will be well past 2050 before any Nintendo games enter the public domain.*

*wears a tie but not pants and how you can fly off a 1,000-foot cliff in Beetle Adventure Racing and reappear on the track a moment later without a streak.*



## AN ADVANCE PEEK

All the talk about Game Boy Advance is making me anxious to get one. I've seen shots of the unit itself and the Link Cable, but I'm wondering what the actual controller look like. I'd really appreciate it if you showed me. Thank!

*Russ Bradford  
Belville, TX*

*Will be happy to, Russ. Check it out below.*



*It's amazing that so much game is crammed into such a little package. The Game Paks are a mere 2.25 inches wide!*

## BATTERY RACKING BLUES

I've been a loyal customer of Nintendo since the beginning, and I have a problem with my GBC—the battery cover on the back is broken. Also, I have brothers and friends who have had their covers broken or lost. I think

## THE RIGHT TO BEAR NO ARMS

I noticed while playing Paper Mario that Goomba is using a hammer to fix the veranda, yet he has no arms or hands whatsoever. How is this possible?

*Mavis Daniels  
Vinoyard Haven, MA*

*It's just one of those wonderful Nintendo mysteries. Other enemies include how Rayman keeps his hands from floating away, why Donkey Kong*

## POWER CHART

Last month we gave you the lowdown on our cover's most popular subjects. This month we'll turn the tables, giving you the surprising list—in no particular order—of 12 games and characters who slipped through the cracks and have yet to grace the front of NP.

## THE UNCOVERED TWELVE

1. Final Fantasy III
2. Kid Icarus
3. Bionic Commando
4. John Madden
5. Lufia
6. Ness
7. Duck Hunt
8. Dragon Warrior
9. Bulbasaur
10. Navi
11. Snake from Metal Gear
12. Ganon and Ganondorf



## YOU'RE A WINNER!

Last November, we offered one lucky winner a pair of Manco Pin Karts, and we're happy to report that Mr. Art Perez of Granada Hills, California, is pleased as punch with his new acquisition. Mr. Perez was kind enough to send a photo of the shiny ride, complete with his daughter, Jessica, in the driver's seat. Art reports that he's been a Nintendo fanatic since the days of the original Zelda, and he owns five different systems—including a Virtual Boy. Congratulations to Jessica, Art, his wife, Patty, and the rest of the Perez clan!



you should still replacement covers for the GBC. That would be a lot better than making games use tape, cardboard and other stuff to keep the batteries from falling out.

D. Contreras  
Via the Internet

Good news, D. Nintendo has a large supply of replacement GBC battery covers available in a variety of colors, and we sell them for the abnormally low price of one dollar, plus shipping and handling. Is that a deal or what? Check out the online store at [nintendo.com](http://nintendo.com) ordering information. We also have replacement parts for every Nintendo system currently on the market.

### SOLITAIRE, ANYONE?

What do bosses do while you're trying to get to them? I mean, what if you're a teeddy bear gamer? Volvagia from Ocarina of Time's Fire Temple would probably fall asleep waiting for me to reach the Boss Room. And in Mario 64, it took me about two years to get enough stars to reach

Bowser. He probably would have decomposed by the time I got to him. What's up with that? How do they pass the time?

Adrian Chapman  
Los Angeles, CA



Funny little, Adrian, but interesting as well. Check out Write Away, Right Away for more on the boss boredom brouhaha.

### FIGHT THE POWER

Hey, people! Can a GBC overload from having too much power, or would it be able to take a couple of extra volts

before short-circuiting? Please reply ASAP!

Anonymous

Via the Internet

We hope the ASAP isn't because you're looking your Game Boy Color to a generator! But to answer the question, any electrical device, from a Game Boy to a toaster, will overload if provided with too much power—but that would probably occur only if you have a sudden, massive power surge like a lightning strike. As long as you use a Standard AC Adapter and the electrical wiring in your house is in good shape, you shouldn't ever encounter the problem.

### ASK THE ORACLE

My friend lives in Japan and says he found a secret shop in the Legend of Zelda: Oracle of Seasons, that will only open if you play Oracle of Seasons on a GBA. If this is true, I know it'll be edited out, because Americans never get any of the special things in Japanese games!

Anonymous

Via the Internet

Hold your horses! Most games that come from Japan are faithful translations, and Oracle of Seasons is no exception. There is a special GBA room in both versions of the game. But what can you purchase in the shop? And where can you find it? Alas, we'll have to cover that another time.



### PROJECT M?

How did the first human test of Project M go? I want to know, because it sounded cool!

Andrew Lawson

Via the Internet

How can we put it gently? The test subject, Dr. Don Whistler, has a new nickname: "Streaming Poofie of Goo." But we lack next year!

Border art provided by:

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Chris Allen, Jeff, 24, 22  
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Brian Mowbray, Red City, UT  
David J., Boulder, Colorado, CO  
Amanda Jensen, Cooper Creek, TX

## WRITE AWAY, RIGHT AWAY

One of our most popular Write Away, Right Aways ever let readers ask questions of Nintendo characters, and we're going to try it again. Do you, like Adrian, wonder what bosses do while they're trying to bottle you? Well, here's your chance to ask! Send questions, addressed to your favorite baddie, to the address at the bottom of page nine.

# ARTIST'S GALLERY

We received a massive flood of Earthbound art, and it's not even a theme month! But we're always willing to honor one of the greatest games of all time, so you can enjoy Ness and crew throughout both the Artist's Gallery and our envelope borders. Don't forget to send in artwork from your favorite Super NES game—we'll showcase the best in our July issue.



Michael Freund • Nash, Texas



Eric Muentes  
Destrehan, Louisiana



Yo Xito Ma • Novosibirsk, Russia



Jeffie Blankenship • Leesville, Kentucky



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# GAME WATCH

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DIDDY KONG PILOT

## THIS MONTH

Wario Land for GBA



Subnautica



Tony Hawk's Pro Skater 2 (N64)



GT Advance Championship Racing



Also this month:  
Army Men Advance  
Star Wars: Jedi Power Battles  
Max in Black  
Dark Area  
High Heat Major League Baseball 2002

## NINTENDO'S FURTHER ADVANCES

**M**ario Kart Advance, Advance Wars and Wario Land for Game Boy Advance were three GBA titles that appeared at E3, promising advanced fun down the road for gamers. All three games are designed to take advantage of GBA's considerable processing and graphics power, and Mario Kart Advance and Advance Wars are great multiplayer games, too.

In Wario Land for GBA, Mario's nemesis catches wind of riches hidden in a golden pyramid somewhere in the jungle. Our penny-pincher soon finds himself caught in the pincer of four large areas, from which he must escape before he can reach the glimmering finale. As in previous Wario adventures, the anti-hero must transform into various caricatures of himself to pass through particular areas.

Mario Kart Advance is a wild ride for up to four players even if you have just one Game Pak. It features new courses, lots of challenges, awesome graphics and all your favorite characters, such as Mario, DK, Peach, Yoshi, Luigi and Toad.

As for Advance Wars, the GBA game is based on a popular war strategy title in Japan. The game controls are easy enough for a newbie to understand right away and have enough depth for GBA generals to explore for months. The Strategy Room Mode walks beginners through the basics of AW operations. In the new Campaign Mode, players command their forces while a story sequence evolves. Since elements move



Wario Land for GBA



Mario Kart Advance



Advance Wars

around on the map every time you start over, the Campaign Mode has great replay value. All three games should arrive later this year.

nintendogamer.com

# RARE ADVANCES REVEALED AT LAST

This year at E3, Rare lifted the veil on its first Game Boy Advance projects, and you could practically hear the rejoicing as gamers perused the lineup, which includes DK Coconut Crackers, Diddy Kong Pilot, Sabrewulf and Banjo-Kazooie: Grunty's Revenge. (We hope to have B-K pics soon.) It's an impressive forerunner for the growing library of standout games for the new handheld system.

## DK GOES CRACKERS

Puzzle fans are sure to go ape when they see Rare's sendbreaker for Game Boy Advance. In DK Coconut Crackers, players try to place pieces on a square, bar field. At the same time, a Koering patrols the outer edge of the field and reduces it in size, making it more difficult to arrange the falling pieces. Other DK characters appear, too, adding to the action puzzle antics in single- and multiple-player modes. Two to four players can monkey around in DK Coconut Crackers or one player can challenge the game alone. In either case, it's a barrel of fun.



## DIDDY ON THE WING

Diddy Kong Pilot takes to the air with players using either the Control Pad or the Tilt Motion Sensor control system, which makes for super realistic action. The Tilt Motion Sensor is based on the same technology that lets you roll Kirby in Kirby



Tilt 'N Tumble for Game Boy Color: Flying in Story, Battle, Dogfight, Clock Race and Tournament Modes, Diddy and his pals have a world of challenges waiting for them. Consider this—ten background environments, 24 race tracks and 36 Dogfight and Battle levels. And up to four players can join in on the Battles, Dogfights and Tournaments. Pilots can hold two types of weapons and power-ups at a time; they can perform loops, rolls and other maneuvers and use items to gain an advantage. DKP will have extra characters, stories, circuits and other features that players can unlock. It's a truly elevated game for GBA.

## SABREWULF

Rare has brought back one of its first characters, Sabrewulf, who originally appeared as a contestant in Killer Instinct. In the Game Boy Advance game named after the powerful werewolf, you play the role of a treasure hunter. The game is split into two types of game play worlds. In the isometric view adventure areas, you search for useful



items. In the side-scrolling action areas, you place traps strategically. The traps are there for Sabrewulf. When you reach Sabrewulf's house, you steal a treasure and run, hoping that your loopy traps will buy you enough time to escape from the enraged beast. Rare plans on making some incredible multi-player modes, so well.

## BANJO-KAZOOIE: GRUNTY'S REVENGE

Rare's bear and bird combo debuts on GBA with a new adventure called Banjo-Kazooie with a new adventure called Banjo-Kazooie with a new adventure called Banjo-Kazooie. The game will feature war worlds that fit in your pocket. You'll find colorful enemies, plenty of puzzles and, of course, a warty witch who has it in for the fur and feather friends. Many of the familiar moves are included, such as the Beak Buster and Wonderwing. And the puzzles are as challenging and clever as always. If you can pull yourself away from the main adventure, you can even challenge three friends in some minigame madness. Once again, Rare lives up to its reputation.

# FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

## GRINDING ON THE N64

**T**ony Hawk's Pro Skater 2 for the N64 won't be out until late August, but Game Watch has the game plugged in right now. The best franchise on four wheels has taken a major step up from the great action of the original Tony Hawk for the N64. You would expect new moves, challenges and skate parks, but you might not expect the new perspective, which moves the camera closer to the skater, and that makes for a much faster, wilder ride.

Activision has loaded the game with a baker's dozen of the finest skateboarded athletes in the world, starting with namesake Tony Hawk. Each boarder is ranked in 10 attribute categories so you can pick whichever one will get you sick scores. You'll find Free Skate and Career Modes, editors for creating skaters and skate parks, a cheat menu, the skate shop, a great soundtrack and a two-player mode. The goals will be familiar to anyone



who has played a Tony Hawk game. You need to collect stars and score points to open new parks and earn money. It just keeps getting better.



## GT GETS THE GREEN LIGHT

**G**T Advance Championship Racing comes to THQ from Japan, and it's one of the hottest launch titles for GBA in North America. The first thing that will be

apparent is the quality of the graphics. THQ, the game's development studio, created the look of 3-D environments and cars for GT Advance. The game also has a far more realistic play control scheme than previous handheld racers. You can squeal around turns, drive off the road and cut corners to get in front of your opponents. There are Championship, Quick Race, Time Attack and Multiplayer Modes, not to mention several locked options. You begin with eight rally-type cars, although the races are run on road tracks similar to F-1 courses. Drivers can change car colors and



tune up their racers in nine areas, including engine, suspension and aerodynamics. In many ways, GT Advance is the first complete racer for GBA.





# THE TAN ADVANCE

**C**eneral Plastro doesn't know when to quit, that much is obvious. Once again, Sarge and company have to soap the mad Tan general from subjugating the

plastic and real worlds. Unfortunately, most of Sarge's squad has been captured, so it's up to either Sarge or Vikki to do the grunt work in 3DO's first action adventure for Game Boy Advance. The game is divided into 27 missions, some in the plastic world and some in the human world. In some areas, Sarge or Vikki can drive tanks or boats. The list of enemies includes Tantricks, of course, and beetles, robots, weeps and aliens. You'll pack quite a punch with the five available weapons, and the sound effects are startlingly realistic. Wounded Tantricks will groan as they collapse to the



ground. But the graphics are cartoonish with large characters. Army Men Advance should reach the frontlines at the launch of the system on June 11th.



# AN EXPLOSIVE MIX OF FUN

Hasbro Soft and Activision have teamed up to present the latest Bomberman adventure, Bomberman Tournament, for the latest game system, Game Boy Advance. This month's gallery features both Quest and Battle Mode screen

shots. The Quest Mode is a story-based adventure in which Bombermen must help people, blow up enemies and solve puzzles by using explosives and items. The multiplayer Battle Mode is the traditional hide-and-seek game made popu-

lar in previous Bomberman titles. One to four players can battle for supremacy, and there's a Single-Pak Mode for play with just one Game Pak. If you like adventuring and multiplayer gaming, Bomberman is your Pak.



**BOMBS AWAY...!**

# N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

## ADVANCED JEDI SIGHTING

THQ and LucasArts Entertainment LLC have announced a major addition to the growing GBA library. *Star Wars Jedi Power Battles* is in development at HotGen Studios and is scheduled to be released this fall. The game takes players into the world of *Star Wars Episode 1* as Qui-Wan Kenobi, Qui-Gon or Mace Windu—all powerful Jedi Knights. In an three-quarter view action level, you'll use your Jedi powers as you fight battle droids, destroyer droids, assassins and other members of the Trade Federation,



Star Wars Jedi Power Battles

who are foolishly prone to using violence against the Jedi Knights. As players progress on their quest, they'll gain new powers, moves and capabilities. There's even going to be a two-Jedi mode so you can face down a Game-linked knight to see who can tag more deeply into The Force.

## GAME BOY TAKES OFF

Super NES Gateway system games have been airborne for years on many of the world's most respected airlines, such as Virgin Atlantic, Singapore Airlines and Air Canada. Now, Nintendo, Matsushita Avionics and Singapore Airlines have

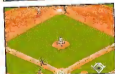


Game Boy Gateway System

announced a pioneering agreement to bring Game Boy titles on air travelers. The first plane equipped with the new system took off on March 10th, and the airline hopes to have 2,000 seats equipped soon. Passengers can play *Pokemon*, *Zelda* and *Mario* games on the fly, and soon the service will be available on British Midland International and SAS flights.

## MAJOR LEAGUE HEAT FROM 300

High Heat Major League Baseball 2002 was scheduled to throw out its first pitch along with the launch of GBA, but there's been a slight rain delay, which should last for about a month. Even so, the award-



High Heat Major League Baseball 2002

winning series will be the first baseball game for GBA in North America. All 30 MLB teams are in the game, with updated rosters for the 2001 season. There's a HomeRun Derby, Batting Practice Mode, Exhibition Games and Season and Play-off Modes, which allow you to play an entire 162-game schedule or just the final stretch run to the World Series. When you're on the mound, you'll face hitters with an arsenal of nine pitches, and if defense has got you on the run, you can choose the Auto-Fielding option to make things easier.

## A NEW ARENA

Major League Baseball is known for its original games, such as *IronMen 3-D* and *Fortress* for Game Boy Advance. And this fall, Majesco has an even bigger treat planned.



Dark Arena

*Dark Arena* is a first-person shooter along the lines of *Doom* or *GoldenEye 009*. The action takes place in the year 2146 in the elite training camp of the United Arms Organization. Genetically engineered super soldiers, bred as fodder for agents in training, have turned out to be a little too good. They've destroyed every human in the camp... except you, of course. The game consists of 20 intense levels that require you to stay alive anyway you can. The development team at Graphic State Limited is using texture mapped, 3-D environments and characters and rendered out scenes. Multiplayer matches are also part of the mix. It's a huge, ambitious project, but Majesco could become a household name if it succeeds.



# Nintendo

# ONLINE

# NP



## Navigate the New Nintendo.com

The new Nintendo.com website is a comprehensive hub for fans, offering a wealth of information and interactive features. The homepage is designed to be intuitive, with clear navigation paths for different sections of the site. Key features include:

- Game Information:** Detailed pages for upcoming and current titles, including trailers, screenshots, and developer insights.
- Community Engagement:** Forums and social media links to connect with other fans and share experiences.
- News and Updates:** A dedicated section for the latest news, press releases, and event announcements.
- Product Pages:** Information about Nintendo hardware, software, and accessories, often with exclusive offers.
- Accessibility:** The site is designed to be accessible to a wide range of users, with clear text and easy-to-use navigation.

The new website represents a significant step forward in Nintendo's online presence, providing a more engaging and informative experience for its global audience.

# ANATOMY OF A WEBSITE

Your search for news, video, multiplayer on discs and everything else related to Nintendo game information starts with this page. When you log on, you'll find sections, local story, featured games and more. As the site's featured game, Super Mario Galaxy is highlighted. Click on the game's name to see more details and

more. The website also has in-game screenshots, trailers, and a trailer page with commentary, artwork, and behind-the-scenes photos. For the latest on upcoming titles, including the new Super Mario Galaxy 2, you can visit the game page or check out exclusive trailers of games and trailers with the Game Boy Advance DSi theme and then an

For the latest patch, an update and the Nintendo Game Boy Advance DSi theme.

The landing page is designed to be easy to navigate. Click on the featured game to see more details.

Follow the site's navigation menu to find more information about the game.

Use the search bar to find more information about the game.

Let your voice be heard by posting a comment.



The Daily Backlog Game Center will help you find the best game to play on your console.

The latest news and information about the game is available on the site.

Members can post their own reviews and comments on the game.

Private information is available to members only.

Subscribers can get more information about the game.

Visit the site to see the latest news and information about the game.

Use the search bar to find more information about the game.

Visit the site to see the latest news and information about the game.

Use the search bar to find more information about the game.

Let your voice be heard by posting a comment.



Find out the type of game play experience—TWO, solo, or strategy—walk through the game.

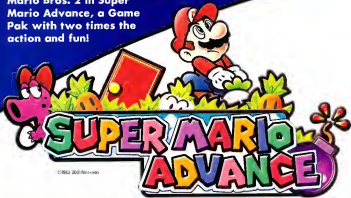
Take a look at the features of the game and see how it compares to other games.

Use the search bar to find more information about the game.





Mario Bros. meets Super Mario Bros. 2 in Super Mario Advance, a Game Pak with two times the action and fun!



©2002 Nintendo

## Two Bros.

Up to four players can participate in the enemy-flocking, coin-collecting excitement of Mario Bros. Classic, while the platform-jumping, wiggly-tossing silliness of Super Mario Bros. 2 is for one player only. The two games offer very different gaming challenges, but share the Mario Bros. appeal.



### Mario Bros. Classic Multiplayer



One of the coolest things about the Game Boy Advance is that it supports multiplayer or pairing. Link up with your buddies with one or multiple Super Mario Advance Paks to enjoy a fast, funny battle in Mario Bros.

### Mario Bros. Classic



Single players can also enjoy the old school charm of Mario Bros. on their own. Enemies emerge from the pipes at the top of the screen, and Mario's mission is to knock them over and lock them away.

### Super Mario Bros. 2



If you're figuring it what you're after, choose Super Mario Bros. 2. You can play as Mario, Luigi, Peach or Toad, and each character has his or her own special abilities and weaknesses that change the way you play the game.



# Multiplayer

You can grab three of your friends to play *Mario Bros. Classic*. Choose Battle Mode if you wish to play against your pals, and Classic Mode if you want to work with them.

## Battle Mode MP

You only need one Game Pak to play *Mario Bros.* in Battle Mode. Every additional player will need a Game Boy Advance and a Game Link Cable. Players win a round by defeating the enemies to collect five coins. The first player to win five rounds wins the game.

### Garbage Can



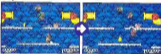
You can jump into the Garbage Can to pick up fabricous items that help you battle your opponents and defeat enemies. You can also trip a player if the time by standing on its lid.

### Stay On Top



Flip over the lock enemies to defeat them. One coin will emerge from one of the top pipes for every enemy that is defeated. Stay on top to collect the coin first.

### Flip Turtles



Flip over a turtle by jumping up and hitting the platform underneath it. When your opponent tries to kick it, hit the enemy again to flip it back over, right into your opponent.

## Classic Mode

Each additional player that wants to play Classic Mode needs a Super Mario Advance game in addition to a Game Boy Advance and a Game Link Cable. The game play is identical to Classic Mode for one player—destroy all the enemies to get to the next Phase.

### Side by Side



Each player should take one part of the screen—it's much more effective than running all over randomly. You can also assign a specific role to each player, such as having one person take out all of the turtles.

### Level Up



If you don't divide the screen into halves or quarters, try giving each player one or more levels instead. Same players can stay on top clearing enemies, and the bottom players can catchily enemies that aren't through.



## Items

Most of the items appear only in the Garbage Cans in Battle Mode. The exceptions are the POW Block and the Coin, which appear in both modes.

### POW Block

Take the POW Block or hit it to deal one hit to everything that has 100 feet on the ground, including the other players.

### Egg

Take the egg to reveal a heart, star or coin, then run over and pick it up quickly, or your opponents may steal it.

### Star

Stars make players temporarily invincible, which makes it very easy to take out lots of enemies quickly.

### Heart

Players in Battle Mode start out big, but can shrink if they hit an enemy. The heart restores their height.

### Coin

Coins add to your score in Classic Mode. Collect five to win a round of Battle Mode.

### Fish

Sometimes you'll come out of the trash with a fish, which doesn't do anything special.

### Shell

Use the shell to hurt your opponent or to knock down enemies.

# Super Mario Bros. 2

Super Mario Bros. 2 is a classic platform game with a few twists on the standard Super Mario Bros. formula. Mario, Luigi, Peach and Toad can pick up items and enemies and toss them at other

enemies. There are no bricks to smash and no Goombas to squash. Each character has particular strengths and weaknesses, from Toad's incredible speed to Peach's helpful floating ability.

## Characters

You can choose Peach, Luigi, Toad or Mario, but before you pick a favorite, give each one a whirl. They all have their high points and low points, and each is particularly well-suited to a level or two.



### Peach

Peach is neither strong nor fast, but she can float for a short time, making her a good choice for levels with lots of or conveyor belt levels.



### Luigi

Luigi can jump very high—much higher than the other characters. He's a natural choice for levels with lots of high platforms.



### Toad

The little mushroom-capped Toad is very fast and strong and is also well-suited to areas where you have to pick up and toss many things.



### Mario

The most well-rounded character in Mario—he is pretty good (but not the best) at everything. You have to get a level for each one.



## Special Moves

Because Super Mario Bros. 2 is a platform game, you'll come across the same sorts of challenges over and over again. There is plenty of lifting and tossing in all the levels, and lots of jumping.

We've highlighted tricky areas from some levels, plus a few very common things that many areas share. For a more detailed look at every level, check our Nintendo Power Advance.

### Potions



Each level contains two potions, which you toss on the ground to create a hole to the area known as Subspace. You can hold up to two potions in each level's subspace that will lengthen your health meter.

### Second Vase



Most of the time, you can duck into the cracks to get keys, 1-Up Mushrooms and other items, but in World 2-3, only the second vase has anything worthwhile inside. Check it out and ignore the others.

### Carpet Rides



World 3-8 and World 3-9 both have a bird on a flying carpet. Jump on top of the bird, then toss it aside and ride the carpet up or over to the next area.



nintendo.com

## Spike Walk



Some areas are covered in spikes. You can't cross the spikes unless you're riding an enemy. Use an enemy to ride the spikes, then jump on top of it to ride to safety.

## Bubble 1-Up



When you encounter a 1-Up, simply take a nearby enemy and spread it at it to break the bubble so you can pick down and pick up the extra life.

## Max Out Your Lives to 99



In World 2-2, climb the ladder, then jump over the Spikes to the door on the ledge. At the top of the area, pull the left trigger to get a shell. Return to the bottom of the well, then toss the shell into the doorway. Stand on the ledge, then wait. After the shell dies, enough 1-Up Goys to earn 1500 points, you'll start earning extra lives. You can quickly earn up to 23 lives.

## The Vases and the Key



In World 6-4 there are lots and lots of vases. The fifth from the right has a key you need to continue, and the fifth from the left has a 1-Up Mushroom. Some of the vases generate enemies. The Mushroom blocks are one enemy from emerging when placed atop a vase.



## Big Bosses

There is usually one boss at the end of each level, and sometimes, there is more than one. The creature you'll face most often is Bowser. She will sometimes be the only boss at the end of a level, but she often shares boss duties with another creature.



## Birdo



Birdo lays eggs and fire balls at you. Jump upon top of the eggs, then pick them up and toss them at Birdo. If there are Mushroom blocks in the area, you can throw them at Birdo, too.

## Mouser



When battling Mouser, you have to use his bombs against him. Wait for him to toss his bombs at you, then run over, pick up the bombs, and drop them at his feet. Mouser moves around a lot. Watch his movements to determine when and where to drop the bombs on these outside wheelin' mice. (Don't forget to dodge the bombs yourself!)





## Clawgrip



The Clawgrip battle in World 5-3 comes after a Birds battle. You have to toss the rocks at Clawgrip to defeat it. Wait for Clawgrip to toss the rocks at you, then jump the map and toss them back. You can also jump on the rocks if you sit, but it's much more dangerous.

## Tryclyde



Create a bonobardo with the Mushroom Blocks to put just yourself (not Tryclyde's fireballs). Throw the remaining Mushroom Blocks at Tryclyde to talent down.



## Fryguy

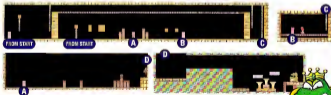


Use the Mushroom Blocks at Fryguy until he splits into two Fryguys, then toss the Mushroom Blocks at them. You can throw the blocks from anywhere, but you'll be safer if you throw them from one of the higher ledges.

# Wart and All

The last level is complicated, and there are actually two ways to get to Wart, the final Boss. The maps below show the last section of one of the paths. No matter which path you take, you'll end up

fighting Birds before you reach Wart. We won't reveal just how to beat the big green toad king, but we will give you a hint—Wart's big mouth will always get him in trouble.



## Mario Magic

Mario and company star in two very different games. Whether you're planning on playing alone or choose to play with your buds, you're sure to find something special in Super Mario Advance. That old Mario magic is sure to please!



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# Castlevania

## Circle of the Moon

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Dracula has risen from the grave and one inexperienced vampire hunter is the only person that can stop him in Castlevania: Circle of the Moon for Game Boy Advance.

The crypt keepers at Konami have created a monstrously creepy 2-D side-scrolling adventure that builds on the tradition started by Castlevania on the Nintendo Entertainment System and that was continued in many guises for many consoles. Quite fittingly for a vampire-themed game, Castlevania: Circle of the Moon is a striking image of one of the best-looking and best games. Instead, it's a sequel to the adventures that have appeared in a host of the games—the whip-wielding vampire hunter and the evil lair, for example—and those elements are intertwined in a way that's most reminiscent of that appearing in the polished Castlevania Symphony of the Night for the PlayStation. Add the Dual Setup System of card power-ups to the traditional elements, and you have a terrifyingly impressive adventure.





# RESURRECTION

Castilla, a lovely, pink-clad lady, looks very innocent, but she is the reason Dracula is back to terrorize innocent people once again. She performs the rite that leads to the dark one's resurrection, and she looks upon Dracula as her leader. Morris Baldwin, Master Vampire Hunter, and his two disciples, Hugh Baldwin, his son, and Nathan Graves, his protégé, arrive too late to stop the evil one's awakening. Dracula and Morris are old enemies, and they hint at their past battles. The former, Count Dracula, thinks it's fitting to use the life force of the men



The beauty has a heavier character than Dracula, but she still proves to be may contain his next of heart.

who once defeated him to restore his energy and feudal power. He too, arguably, produces of Castlevania: Circle of the Moon, explains a discovery: "Dracula tries to absorb Morris, his former nemesis, to regain his full power."



Morris Baldwin is kidnapped. Castilla can Dracula's plan to use his energy to bring the Count back to full power.

we dropped into a pit. This starts the adventure of Nathan as he tries to reach his master and defeat Dracula." Hugh Baldwin is jealous of Nathan Graves. He feels that he should be the one to wield the Hunter's Whip because he is Morris Baldwin's son as well as his disciple. He abandons Nathan when they should stick together inside the enormous castle that's squirming with the grotesque monsters.



Players control Nathan Graves, who bears the Hunter's Whip, a weapon that is the Godfather Berwick's vampire hunter's...



Hugh Baldwin leaves Nathan's side after Dracula tosses them both into the depths of the castle. He believes he should prove his father's story.

# THE QUEST

When Nathan lands at the bottom of the pit, he has only one weapon—the Hunter's Whip. A whip is practically standard issue for the many heroes and heroines who have fought against Dracula in previous Castlevania games. Nathan can whip enemies and allies to earn hearts, weapons, potions, antidotes, coins, nothing and other items that help him on his frightful journey. Some of the magical items Nathan finds are powered by the hearts he picks up from fallen enemies and broken enemies.



Players can choose Nathan's stats to allow equipped items change his abilities.



Enemies may drop something when they expire. Weapons, clothes, and other items are just some of the things they might be carrying.



Players can explore the castle and find various items and weapons. The Hunter's Whip is the Godfather Berwick's vampire hunter's...



## MAGIC AND MONSTERS

Many of the items and weapons Nathan uses should be familiar to anyone who has played a Castlevania game. The whip is the main weapon, the most restores Health Points, and the hearts power the special abilities, like the double jump. New to this incarnation of Castlevania is the Dual Scrap System,

or DSS. There are 10 Attribute Cards and 10 Action Cards that Nathan finds. Each Attribute Card can pair with each Action Card to give Nathan a new ability. Some card combinations power-up Nathan's whip, while others grant Nathan increased defense. Some combos even summon magical creatures that can battle enemies for Nathan. There are 100 different combinations possible once Nathan has all of the cards. Players gain access to the DSS power by pressing the L Button during the game. Kotomune Igasashi thinks the DSS System "adds a lot of depth to the game play, since different players will utilize these effects in different ways." Aspiring vampire hunters can certainly play the game without using the power of the DSS Cards, but their powers add a lot to the game.



The DSS adds a new, unusual game play element to the Castlevania series. Players can select DSS from the menu to manipulate their cards.

## A NEW LEVEL

Handheld gamers might be surprised when they begin playing Castlevania Circle of the Moon, because the game isn't divided into levels or worlds. If a player happens to pick up one of the items that increases Health Points or Mind Points, the player should try to save their progress in a Save Room as soon as possible, because the game is never saved automatically. Items that increase Nathan's maximum number of hearts, Health Points, Mind Points, or grant Nathan a new ability, such as the Dash Boots, are not dropped by enemies. Instead, they are found in concealed or guarded rooms inside the castle.



It's important to save when you locate a Save Room. Castlevania Circle of the Moon is not divided into worlds, so there is no automatic save feature.



After Nathan has earned enough Experience Points by defeating many enemies, he will gain a level. The higher the level, the stronger the character.



As you play the game, you will come upon Magical Items that give Nathan a new ability. These items, like the Dash Boots, are essential. Without them, you can't make it through the game.



## A CRY IN THE DARK

A startling thing happens the first time you turn on *Castlevania: Circle of the Moon* on your Game Boy Advance—a blast of blood-rattling music worthy of a classic horror movie sets the scene for the game before you even get a chance to see the game's ghastly ghosts. The sound effects add to the spine-tingling sensation—creaking doors and squeaking bat sounds pop up as you choose a file to play. Mr. Igarashi thinks the Game Boy Advance's excellent technology allowed his team to create a great handheld game. He says, "Using the spectacular power of the machine, we were able to create a dark, gothic atmosphere that could not previously be done." We hope that everyone will play this game with headphones, since it will add so much to the game.

"Within the game, there is always music playing, from the up-tempo action music you hear in most of the areas to the much slower soundtracks that add to the suspense of battling one of the bosses. Mr. Igarashi says, "The sound team was pretty much given free reign when it came to what they wanted to do with the music. We never felt limited in what we could attempt. Granted, it's not like a CD when it comes to sound, but we were more than satisfied with what could be done." Mr. Igarashi hints that there are hidden things in the game that gamers can uncover, but, unfortunately, he and Akumai would like to keep them secret for now.



The Hunter's Whip allows everything lycoric and magic enemies will be treated as one to five.



Nearly 60 years ago! The only enemy stage is Castlevania: Circle of the Moon. The music and sound effects add extra oomph to the previous game's atmosphere.



The frantic music adds to the intensity of the tank Cerberus. He first appears in the first boss you'll encounter.



## CASTLEMANIA

Konami's classic *Castlevania* series seems to be as immortal as Count Dracula himself, so it's not surprising that it would turn up on the Game Boy Advance. *Castlevania: Circle of the Moon* is scheduled to be released in conjunction with Nintendo's new handheld this month. Gamers who enjoy side-scrolling action are sure to make a name for the game, but anyone who enjoys a challenge or appreciates great graphics and game play will find something to like in *Castlevania: Circle of the Moon*.



Many photos showcase mysterious, like the Spirit's, from the halls of Dracula's castle. You can expect more creepy creatures when you play the game!



There are many secrets to uncover in the game. Be sure to check the map, use the whip, and try every piece of magic. It will help create a new world of secrets and might find a hidden room for your treasure.



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## STRAIGHT FROM THE SOURCE

**S**ince Spaceworld in Japan last August, almost everyone in the gaming industry has been trying to guess what games will be released for Nintendo GameCube. All speculation came to an end at the Electronic Entertainment Expo (E3) in Los Angeles in May, when Nintendo and its many partners revealed a glittering lineup of software to go along with the best dedicated gaming platform the world has ever seen.

Showgoers experienced the sights and sounds of more than two dozen Nintendo GameCube (GCN) titles. Many of the games were playable and others were viewable on video. If people started expecting to see major Nintendo characters in featured roles, they weren't disappointed. The faces of many familiar characters, such as Mario, Luigi, Fox McCloud, Link and Sneson Aran were sighted at the show. Some unexpected names surfaced, including Super Smash Bros., Mario Kart, 1080° Snowboarding and Wave Race. And there were original

games that the public hadn't previously heard about: Pikmin, Kameo: Elements of Power, Donkey Kong Racing, Raven Blade and Animal Forest for GCN. There were brief, tantalizing—video glimpses of games in the works, such as Mickey Mouse for GCN and Equestria Darknes from Silicon Knights. The sheer number of titles was a huge surprise to many!

Nintendo and its second-party developers weren't alone in wanting to show the world what they've been doing to prepare for the launch of GCN. Publishers such as LucasArts, EA Sports, Sega and Midway showcased some great new games, as well. So get set for a journey into the near future. The countdown has begun to the launch of Nintendo GameCube in November. That's just five months before your dreams come true.



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# LUIGI'S MANSION

After years of playing second fiddle to Mario, Luigi is headed straight into the thick of a nightmarish adventure, *Luigi's Mansion*, which is guaranteed to be one of the most spectacular games ever created. The guiding light of *Luigi's Mansion* is Nintendo's Shigeru Miyamoto, the most revered game designer of all time. Now, Miyamoto's magic is working on the most powerful platform ever, and the results are frighteningly good.

*Luigi's Mansion* of fright takes place in a haunted mansion inhabited by ghostly apparitions. As Luigi searches for his missing brother, he enlists the aid of a paranormal researcher, who is an expert in capturing pesky and malicious ghosts.

The only problem is that poor Luigi is terrified of ghosts, in spite of his spectacular flashlight. *Luigi's Mansion* is filled with eerie shenanigans, riveting game play and stunning graphics that showcase the Nintendo GameCube. The 3-D environment features beautiful interior rooms and fixtures and spectacular lighting and transparency effects. The power of GCN is particularly apparent when several semi-transparent ghosts dance about Luigi, who cringes in the glow of his flashlight. The only really scary part of *Luigi's Mansion* is that a first generation GCN game can look this good.



## TAKING THE WORLD BY STORM

Much has been written about how Nintendo GameCube was designed from the ground up with game developers in mind. Engineers at Nintendo, IBM, ArtX, MoSys and Matsushita listened closely when developers talked about the types of features that would make GCN the ultimate gaming platform. Now that the console is finished, we asked one of the leading developers, David Dyeck, President of Silicon Knights, to talk about his experiences with GCN and what it means for the future of gaming.

"From the very beginning of our GCN development we became aware of how the GCN would change things. We would work on something for a week and quickly achieve results that look better than they what we were seeing others do on the Xbox or PS2. We had several other developers visit our studios to see the GCN. The GCN will allow developers to create games that are substantially superior to their previous work. This is great news for gamers because they will be able to expect something that looks better or third generation in the first generation of games."

"With the advent of Nintendo GameCube, the world of games will be changed forever. Technical hurdles that might have taken six to eight months to overcome on other systems are now bypassed in a few days or the week. No longer having to fight hardware, developers are free to express their visions and bring game content to the gamers like never before. We believe that GCN will revitalize the industry by allowing developers to create worlds that were previously unimaginable. Knowing what we have done, and knowing what others will do, has brought a level of excitement at Silicon Knights like never before. Our Game Boy Advance handheld will be the GCN's a one-two punch. Features that will allow Nintendo to take the world by storm."

# SUPER SMASH BROS. MELEE

A mayhem-packed multiplayer melee will make its way onto Nintendo GameCube with an all-new version of Super Smash Bros. The fighting fans at EAAL in Japan have cranked up the dial to supercharge Super Smash Bros. Melee for GCN. The fun of four-player brawls may grab the biggest headlines, but there are new characters, moves, modes and more waiting for you. Starting out, you can choose from 14 characters, including familiar faces from the N64 game, such as

Mario, DK, Link, Yoshi and Pitachu, and new fighters that include regal rumberus Princess Peach and Princess Zelda. There're even a couple of cute new faces from an old-time classic, for Climber for the NES. As you batter your famous opponents with special attacks, you'll find powerful new items to add injury to insult. There are modes for beginners and vets. There are tournaments for 64 players and a single-player endurance match. The 3-D stages are dazzling in

Super Smash Bros. Melee, and the characters look spectacular, too, even when they've been zapped by lightning or smothered with a mallet. The special effects are a huge step up from those in the N64 version. Players will be torn by all the options, such as the option to take snapshots during a fight and the option to change the rules and customize the match. Super Smash Bros. Melee is the surprise guest that will make Nintendo GameCube the hit of any party.



# STARFOX ADVENTURES: DINOSAUR PLANET

When we first gazed screenshots of Dinosaur Planet for the N64 in last year's E3 review, we noticed the lead character's uncanny resemblance to a certain heroic fox from Nintendo's Mr. Miyamoto series. It, too, as did the game genre at Rare. And so a great union took place in secret. Now, Nintendo and Rare present Fox McCloud in StarFox Adventures—Dinosaur Planet. The title is one of the most ambitious game projects ever conceived. From the StarFox universe comes intense, aerial, dogfighting action, and from the world of Dinosaur Planet comes a huge, third-person adventure

where Fox climbs out of the cockpit in an effort to save the planet. Fox McCloud has plenty of help, whether he's piloting his Arwing, riding giant dinosaurs or bawling with weapons and magic down on the ground. Slippy will be there to lend a hand with some high-tech goggles, and Peppy will give Fox some tactical advice. Peepas also have the help of Prince Tricky, a triceratops sidekick. Instinctive controls help you navigate in the sky and on land, through worlds with detailed weather effects, incredible lighting and realistic shadows. As for the

story, eight years after Fox defeated Andross in the Lylat System, General Pepper receives a distress call from the Dinosaur Planet. Only Fox is available to help, and so it begins.



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nintendo.com

# PIKMIN

**P**ikmin is one of the most innovative first-generation games headed for Nintendo GameCube. It combines the strategy of *Learnings* with the real-time action of *Starcraft*. Nintendo's EAD group, headed by Mr. Miyamoto, has created an alien world where the natives are your plant and insect army. The Pikmin work together like a colony of ants to get things done.

When a space traveler crashes on the Pikmin's world, he discovers that he needs their help to collect the scattered pieces of his wrecked ship. There are plenty of obstacles standing in the way of the Pikmin and the lost-space traveler on the hostile planet, which is filled with vicious beasts and hidden dangers. Making things even more desperate, the spaceship has a limited amount of life support, and the atmosphere on the Pikmin's planet is poisonous to him. It's up to the player to lead the Pikmin squads—singly, in groups or as a vast army—to collect the missing parts, fend off dangerous predators and even build roads and bridges through the alien world. You'll learn to control different color Pikmin and train them to grow into lead, bud or flower forms. It won't be easy, but it will be fun.



# NBA COURTSIDE 2002

**W**ith one game at Kobe Bryant in NBA Courtside 2002 for Nintendo GameCube, you'll know that you've got to face with something special. You'll enjoy that the face of Kobe is looking out of your TV screen, and then you'll move the Control Stick and Kobe will jolt or spin or leap in the air and slam home a monster dunk. The power of GCN and the talents of the developers have created a new sports experience—a video game that looks like life. In fact, with all the control that you have at your fingertips—the ability to replay moves—to shift the camera, to pick the moves—you'll take video sports to the next level of reality. Precise face mapping, real ball physics, motion-sensored animations and lively commentary are just a few of the features in the GCN sequel that will get

ball fans pumped. There's an improved passing system, unbelievable hit detection and AI. The end result is an awesome hoop experience with graphics and game play that will knock you on the spot. Imagine watching the rotation of the ball actually reverse when it's blocked. How would you like to control crossover dribbles and firm-stop jukes? Courtside has all the pro moves and all the pros. In Courtside's super-realistic Sim Mode, players can set up a season, play the games and even create their own pro players. But if you prefer your action to be a little

less structured, you can take on the top NBA stars in Arcade Mode. NBA Courtside 2002 is the new force in the arena of next-gen hoops.



# NINTENDO GAMECUBE'S GALAXY OF GAMES

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The biggest news of all coming out of E3 was that Nintendo has lots of games in the works for the launch of GCN and for the months following the launch. Some of the biggest games, such as *Metroid Prime* and *Zelda*, were shown on video screens instead of playable units. Even so, they looked incredible. *Zelda* for GCN is in development at Nintendo's EAD and may be the most anticipated title of all. *Metroid*, in the works at Retro Studios,

Left Field Entertainment, the makers of NBA Courtside 2002, is also working on 1080° Snowboarding 2, carrying on the tradition of radical moves, downhill speed, and awesome graphics.

Rare is also developing a spectacular RPG called *Kameo: Elements of Power*. Rare's original fantasy adventure features a fairy princess named Kameo, who must save the six Elemental Ancestors from the evil plans of Thorn, the Dark Troll King. Kameo explores her dangerous, magical world with the help of baby monsters, which she captures, raises and keeps at her



MEET OUR POWER SUIT HERO.

was another beautiful game that was showcased on video. *Samus Aran's* new mission takes her into alien domains, where huge enemies leap out of the shadows. Retro is also working on *Blade Blade*, an RPG set in an apocalyptic time where one man stands against the forces of doom and chaos. The power of an ancient weapon, known as Raven Blade, is all that protects the world from the ravages of the Beastlord.

Nintendo Software Technology Corp. in Redmond, Washington surprised the world with a brilliant sequel to Nintendo's Wave Race. *Wave Race: Blue Storm* for GCN dazzles the eye with unbelievable water reflection and lighting effects and challenges the senses with changing weather conditions and intense racing.



WAVE RACE: BLUE STORMING COURSES.



KAMEO: ELEMENTS OF POWER.



NBA COURTSIDE 2002.

side. Her special gift is the ability to morph into any of the monsters and use their strengths to progress in the game. Once Kameo morphs, players will be able to see her inside the monster shape. Nintendo is taking one of the most innovative ideas to appear on the NG4 in Japan, *Animal Forest*, and turning it into a major release for GCN. Dubbed a "communication game" by its developers in Japan, *Animal Forest* puts players in a virtual community where they deal with other players and non-player characters.

If you thought *External Darkness* from



SILKEN KNIGHTS.



SILKEN KNIGHTS.

*Silken Knights* at last year's E3 was impressive, consider that the Nintendo GameCube version has full-motion animated cut-scenes, full facial expressions, the ability to flood a scene with up to 20 detailed enemies and an enhanced reactive animation system that gives life to each character through reactions and unique animations.

Finally, visitors to Nintendo's booth discovered that Disney's Mickey Mouse is coming to GCN. *Playas* will help Mickey make his way through a huge house full of surprises and amazing graphics. It's an incredible lineup for a new console, but Nintendo GameCube is an incredible console and there's much more to come, such as *Mario Kart* from Nintendo and *Donkey Kong Racing*, which is in the works at Rare.



DISNEY'S MICKEY MOUSE PLAYAS.

© Disney



# THE PARTY HEATS UP

NINTENDO  
GAMECUBE

Third-party support for Nintendo GameCube builds daily as developers and publishers recognize the power and potential of the console. In the months ahead, Nintendo Power will bring you major announcements from publishers that have Nintendo GameCube projects in development. From the nebula-filled horrorefest of *Resident Evil Zero* to the slick arcade action of *NHL Hits*, to the reality of Madden Football and the X-rated-ness of *SSX Snowboarding*, GCN will be the place to play.

We begin our coverage of third-party games with the most anticipated title that isn't from Nintendo: LucasArts Entertainment LLC took the veil off of *Star Wars: Rogue Leader*, *Rogue Squadron II* before E3, showing off a game that made the early Spaceworld demos look made in cooperation. *Rogue Squadron II* covers many of the scenes from the first three movies and includes new missions that never made it onto celluloid. As in the original game for N64, players fly X-Wings, A-Wings, Y-Wings and Snowspeeders on 11 action-packed missions. The incredible thing is that the 3-D architecture of the ships is the same as the computer models used to



STAR WARS: ROGUE SQUADRON II (LUCASARTS)



STAR WARS: ROGUE SQUADRON II (LUCASARTS)

create the on-screen footage in the Special Edition of *Star Wars*. But what took Industrial Light and Magic hours to render, GCN does 60 times each second. The Force of Nintendo GameCube is definitely strong in this one.

As for the rest of the pack, EA Sports has got some of the best sports franchises lined up for Nintendo GameCube, leading off with



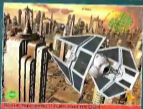
MADDEN FOOTBALL 2002 (EA GAMES)



NHL HITS (EA GAMES)

*Madden Football*, *SSX Snowboarding* and *FEA Soccer: Midway* is bringing its arcade-style sports games to GCN with *NFL Blitz* and *NHL Hits*. Hudson has created *Bomberman* for Nintendo GameCube—another title that's big on multiplayer interaction. And Sega has two games, including a new arcade title from Japan called *Monkey Ball* and a pumped version of *Virtual Soccer 3* for GCN. That's just the beginning of the hit parade from major publishers. Dozens of other Nintendo GameCube games are in the pipeline. Look to Game Week each month (including this month) for more announcements and the growing forecast list.

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RESIDENT EVIL: NEMESIS (CAPCOM)



STAR WARS: THE FORCE UNLEASHED (LUCASARTS)

# THE SHOW HAS JUST BEGUN

EA offered just a taste of the power and promise of Nintendo GameCube. As you survey the wild frontier of gaming, with various consoles vying to stake-out territory, keep in mind that Nintendo has always provided the best first-party games, which play exclusively

on Nintendo's systems. The best third-party games—the *Tony Hawk*s, *Madden*s, *NFL Hits*s and *Rogue Squadron*s—will be there, too. You should also consider the potential for new experiences. Only Nintendo offers compatibility with a possible gaming system—Game

Boy Advance. In fact, the potential of Nintendo's family of interconnected consoles and games may be the most exciting news in this monster year for games. Five months isn't long to wait. Next month, Power will present a complete overview of E3. ☛

# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

## The World Is Not Enough 007

### A BONDING MOMENT

The world may not be enough, but our selection of cheats for James Bond's latest outing certainly is. The new TWINE codes let you use different multiplayer arenas, weapons and skins—which let you play as different characters in multiplayer games. You can unlock chests by beating single-player levels within a set time limit, and they will remain available once you've saved your game to a Controller Pak. The word from M himself, though, is that the cheats are a tough nut to crack. Only the best of the best need apply.

### THE DIVE JIVE

We're not sure why a frog is an auspicious symbol of Europe, but the scenario is fun nonetheless. Beat the Cold Reception level on 00 Agent mode in under 2:25 to unlock exotic skins such as skins and SCUBA divers.



### CHEAT

UNLOCK MULTI-PLAYER FOREST LEVEL

UNLOCK MULTI-PLAYER EXOTIC SKINS

UNLOCK MULTI-PLAYER EXOTIC WEAPONS

UNLOCK MULTI-PLAYER GADGET WAR

### HOW TO GET IT

FINISH NIGHT WATCH IN 2:20 OR LESS ON 00 AGENT MODE

FINISH COLD RECEPTION IN 3:25 OR LESS ON 00 AGENT MODE

FINISH THAMES CHASE IN 4:25 OR LESS ON 00 AGENT MODE

FINISH FALLEN ANGEL IN 2:45 OR LESS ON SECRET AGENT MODE

### CREATING THE CHEATS

We continue our TWINE coverage by letting you in on a little secret: You can actually cheat the cheat! We printed a number of cheats in Volume 140, including one that lets you get Business Suit Skins. To earn the Suit Skins, you must beat the Corner level in 2:00 or less on Secret Agent Mode. You can bypass all the running and gunplay, however, and make it our with time to spare. As soon as you enter the bank, head for the safety deposit box. Use your Scanner Watch on the guard, grab the contents of your bag and hit the alarm on the nearby wall. The guard will say that your mission has failed, but keep going and exit the bank. The game will count the mission as being complete and give you the Business Suit Skins, even though you did nothing!



The safe deposit box is located on the safety deposit box room wall, next to the guard's desk.

### CREATING THE CHEATS, PART TWO


We also give you a cheat in Volume 140 for earning the Security Skins. To get them, you must complete King's Room in 1:45 or less on Secret Agent Mode. That's a tall order, especially when you must escort Dr. Warmflash to the vault—and the sawbones isn't the fastest of runners. To eliminate the doctor sooner, complete all objectives up to finding Mr. King. Enter the vault and look for a guard dressed in blue, standing near the entrance. He'll order you to find Warmflash, but if you zap him with the Scanner Watch, he won't be able to give the order. Go to the rear of the vault and talk to King, then zap the guard again on your way out. When you reach Q Division, you'll have finished the level with plenty of time to spare! You must be standing far away when you use the watch, or the guard will give the order anyway.



It's hard to give orders with 50,000 volts coursing through your body. Don't forget to zap the guard on the way out, too.



### MUCH MAJORA

 Chests for The Legend of Zelda: Majora's Mask keep rolling in, and this month we'll give you insight into a wide variety of secrets. For starters, leave Clock Town and track down any square sign. Destroy it with your sword, then play the Song of Healing. The sign will magically repair itself! Keep reading for spot-on strategies on how to diffuse the Bomb's Mask explosions and earn the grand prize in Honey and Darling's Target Shooting Game.

#### BLAST OFF

The Bomb Mask allows you to use Link as a walking bomb, but it will damage him in the process. To use the mask without a heavy penalty, simply save your shield just before the mask explodes.



#### TARGET TERROR

If you go to Honey and Darling's first Clock Town stop on the third day, you can play a Target Shooting Game where you must hit moving targets with your bow within a short time limit. To take a few seconds, shoot the dancing couple as they move by. They'll temporarily stop the time, but you can keep hitting targets while the clock is stopped. If you win the various games these days in a row, you'll earn a Piece of Heart.




#### SIGN OF THE TIMES

The sign trick is useful if you accidentally chop down a sign tree; you need to read, but it won't work with the arrow-shaped directional signs.



### DR. JONES, I PRESUME?

 Games everywhere have been swinging into action with Indiana Jones and the Infernal Machine, but only our crack team of archaeologists has tracked down the game's secret codes. All cheats are entered at the Password screen, which is located under the Options menu. Classified info: brass poison darts, booby traps and lots of snakes to get the cheats, so we hope you find them to your liking.

#### ANTIQUE ROAD SHOW

Use the code ANTIQUE to unlock a video showcase check full of preproduction sketches, paintings and other artwork.



#### SMILE REAL PRETTY

Input the code DRESSEL to see a snapshot of the developers, and don't forget the excitement points. Miraj the photo should have stayed buried...



#### PASSWORD

#### EFFECT

ABSPANN

IMMEDIATELY DISPLAYS THE END CREDITS

FORGEOFF

UNLOCKS ALL LEVELS—INCLUDING THE BONUS AREA, PERU

REALHARD


MAKES THE GAME MUCH HARDER

MUCKE

UNLOCKS THE AUDIO SHOWROOM

## POWERPUFF GIRLS Paint the Townsville Green


### GREEN WITH CODE ENVY

 Volume 144 contained a plethora of codes for Blossom's first GBC outing, *The Powerpuff Girls: Bad Mojo Jojo*—and now the spunky Buttercup wants her day in the sun. You can unlock extras in *The Powerpuff Girls: Paint the Townsville Green* by using the codes at the Enter Secrets menu. Some cheats will affect normal game play, while others will give you new Trading Cards that you can exchange with friends. The game play cheats are toggled on and off at the Use Cheats menu. Note that using graphic cheats won't give you new powers or abilities. It only changes your character's icon.

 If you tire of saving the world with Buttercup, take Blossom out for a spin.

## POWERPUFF GIRLS Battle Him

### BATTLE ON

 Classified Information was all ready to go to press, when an enraged Bubbles suddenly came flying into the office and started tossing the computers around. So in the interest of fair play and our continued survival, we're printing the codes for her game too, *The Powerpuff Girls: Battle Him*. The passwords work just like the ones in *Paint the Townsville Green*, and you can look one column to your left for a refresher course on how and where to enter them. Since we've given you codes for all three games—if you include the ones in Volume 144—you should be able to assemble the finest collection of Powerpuff Girls Trading Cards on the block.



 Some puffy Bubbles and Friends like with an Evil Cat Trading Card.

CODE	EFFECT
ROWDYRUFFS	UNLOCK THE BUTCH TRADING CARD
AMDERABOYS	UNLOCK THE LOVELY TOWNSVILLE DUMP TRADING CARD
MOJOJOJO	UNLOCK THE BROCCLOID EMPEROR TRADING CARD
UTONIUM	UNLOCK THE BUBBLES GRAPHIC CHEAT
POKEYOAKS	UNLOCK THE BLOSSOM GRAPHIC CHEAT (IT WILL SAY "BUTTERCUP GRAPHIC" IN THE "USE CHEATS" MENU)
OCTEVIL	UNLOCK THE MAYOR GRAPHIC CHEAT

CODE	EFFECT
PRINCESS	UNLOCK THE TOWNSVILLE CITY HALL TRADING CARD
MALPHS	UNLOCK THE TOWNSVILLE ART MUSEUM TRADING CARD
POWERPUFF	UNLOCK THE EVIL CAT TRADING CARD
MISSKEANE	UNLOCK THE BLOSSOM GRAPHIC CHEAT
LUMPKINS	UNLOCK THE BUTTERCUP GRAPHIC CHEAT
MCCRACKEN	UNLOCK THE MAYOR GRAPHIC CHEAT

ICON KEY: D BUTTON ★★★★★ ! 😊 👑 🛡️ 🔑  
 CONTROL PAD ⬆️⬇️⬅️➡️⬆️ ! 👑 🛡️ 🔑 JUST FOR FUN 🛡️ BY READER

# MEGA MAN 64

## RABY MONEY

If it's Zenias you need, look no farther. We've discovered a way to earn money quickly in Capcom's latest entry in the Mega Man series, *Mega Man 64*. Enter Apple Market, which is the first area of town you encounter, and look for a small, yellow can near the entrance. Kick the can over to the Bakery, then boost it up and behind the counter. The shopkeeper will give you 1,000 Zenias as a reward for picking up litter. Exit and reenter Apple Market to repeat the procedure as often as you like.



Kick the can halfway over to the bakery as profitable as it is in Apple Market.

# MARIO TENNIS

## WALKABOUT

Tired of the tennis tour? *Mario Tennis* for the GBC is unique in that it has a detailed back story for a sports game, but sometimes the long walk around campus is a little much. If you're not interested in seeing the sights, press A, B, Select and Start at the same time after starting a new game and beginning the tour. The system will reset, and your game will begin in the dorms with the tour completed.



You should go on the tour at least once, but with beginning another file can take a pain.



## RUN, BAD GODES, RUN!

**CODE COP**  
 Evening, readers. It's the Code Cop here, once again walking the thin blue line to keep gamers free from the scourge of felonious cheats. Recently, I received an anonymous e-mail from a reader who claims that he defeated the Moustache Man in *Ocarina of Time* by losing the first race and then tying his time on the second try. Well, it sounded like a bunch of horsefeathers to me, but I checked it out anyway. And let me tell you, there's no way to beat that fellow. It just isn't possible. I even traced him in my patrol car, but he still beat me—and look at the engine on that thing! I did, however, write him a 250 Super ticket for speeding. Code Cop, over and out.



Run, run, run as fast as you can—but you'll never catch the Moustache Man.



## GUCCOO CRAMMING

We couldn't just let the Code Cop have all the fun, so we've serving up another cheat for *The Legend of Zelda: Ocarina of Time*. When you visit Talon at Lon Lon Ranch, he'll challenge you to pick three special Cuccos out of a flock of regular ones. Before talking to Talon, pick up all the Cuccos and stuff them into the space between Talon and the stairs. You'll need to work fast, but most of the Cuccos will stay put once you've thrown them into their new, somewhat cramped horse. Next, go to Talon and accept his challenge. The three special Cuccos that Talon needs will be absurdly easy to find!



A Cucco or two might escape from your trap, but just throw 'em back.

SEND CODES TO:  
 NINTENDO POWER  
 CLASSIFIED INFORMATION   
 P.O. BOX 97033  
 REDMOND, WA  
 98073-0733

UBI SOFT, WITH THE HELP OF DIGITAL ECLIPSE, HAS RELEASED A GAME BOY ADVANCE VERSION OF THE 32-BIT CLASSIC RAYMAN—SETTING THE BAR VERY HIGH FOR OTHER LAUNCH TITLES.



# RAYMAN

## ADVANCE



## BREATHTAKING

Last year, Ubi Soft released a striking rendition of the classic Rayman escapade for the Game Boy Color, so it's no surprise that the bouncy hero is making an early debut on the Game Boy Advance. The quest is a basic eat-'n'-pump platform adventure that translates perfectly onto a handheld system, but utilizes GBA's power to include the same clever design and gorgeous scenery that earned the game such praise when it appeared on next-generation consoles. With a plethora of challenging levels to explore and plenty of nasty bosses to beat, you better stock up on batteries and plan a long vacation.



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Once you unlock a new area, use this map to navigate to different levels to unlock it. Each level has its own boss and several different events, such as all which contains numerous stages. As you can see, there's a lot of ground to cover!

# THE SCIENCE OF ELECTOONS

Everything was great in Rayman's world until Mister Dark came along and captured the Great Pastoon and scattered the Electroons across the land. Now Rayman must save the day.

## RAYMAN TO THE RESCUE



Search high and low throughout every stage of every level for trapped Electroons. You won't be able to lose a level boss until you save all the Electroons in the area.



One zank jump is enough to beat the stage and save the Electroons free. The tricky part is reaching every cage. Most are tucked away toward to reach places.



## BETILLA LENDS A HAND

Betilla the Fairy is willing to help as long as Rayman can prove he's worthy. Survive the first few stages and Betilla will give you the power to punch, bang, grab and swing. Rayman can also learn how to fly.

### FIST OF FURY



The longer you hold down the B Button, the farther your fist will extend. If you duck or jump, your fist will follow you—a nice trick for a close-quarters fight.

### SHINGING



All work and no play makes for a dull adventure, so have some fun swinging from hoop to hoop. Press the B-Button while in the air and you'll grab a ring.

### HELICOPTER HAIR



Some levels will require Rayman to hover above treacherous walls by flying with his helicopter hair. He can also use the locks as a shield to cut rigors.

### SPEEDSTER



Determine such paths, Rayman will need to give speed and keep your griping fingers. Press forward on the Control Pad and watch Rayman zoom by.



## GAMES WITHIN THE GAME

Find the magician and he will send you to a labyrinth filled with Blue Tings. Gather all the Tings before time runs out and you could be granted an extra life. Collect Tings on each stage.



# THE DREAM FOREST

The Dream Forest begins with a couple of easy stages, but ends with a frantic race against a flood and a battle with a gigantic mosquito. By the end, Rayman will have the ability to punch, hang and grab.

## PINK PLAIT WOODS



On the third stage of the level, Marlin the Fairy will grant you the power to punch. Use your new skill to break out enemies and burst cages full of Electrons.

## ANGUISH LAGOON



While riding Mosquito, stay toward the bushes of the screen to avoid two guys. Jump the end of the stage. Mosko will start to fly faster, so be fast!

## FORGETFUL SWAMPS



Punch a plan down the hill and mount like a surfboard to reach the end of the stage. You can also ride plans on one water wheel levels of the game.

## MOSKITO'S NEST



Watch for a punch blowout, he will spend a few seconds trying to recover from the blow. This is not his recuperation, try to land on the quick pit!

# BAND LAND

Everything in this neighborhood seems to be a little off-kilter. Rayman will climb swaying flags, bounce off moving bongos and ride enormous maracas in an attempt to save more hapless Electrons.

## BONGO HILLS



The bongo's great staves have a knack for making jitters. After breaking through, duck down so that your feet will hit the wiggling canopy on its way back.

## ALLEGRO PRESTO



Wipe maracas like hot air balloons to the upper reaches of the stage and find cages as you packed with goodies. Stick the maracas by moving left or right.

## GONG HEIGHTS



The bongos and clouds keep moving at a steady pace, so be patient and take your jumps carefully. One wrong jump will send you falling into oblivion.

## MR. SAX



This looks simple, but it isn't. Beware! Don't miss the exploding notes and punch the bass notes to send them spiraling back toward the saxist.

# BLUE MOUNTAINS

Rayman's quest has taken him away from the colorful landscapes of the valley and into the dark caverns of the mountains. Along the way, he'll earn the ability to fly, which will allow him to reach the peaks.

## TWILIGHT GULCH



Begin the level stage by jumping to hit off the cliff. Electrons are trapped behind the guard. Smash the rocks with your fist, but watch for flying fragments.

## THE HARD ROCKS



When riding clouds, use your fist to punch the ice golems, clearing a path out of your way. Be prepared to duck and swing around obstacles that appear suddenly.

## MR. STONE'S PEAKS



Rayman will be able to fly at the start of the level. Use his helicopter to lower himself the ropes and prevent the water from flooding in the second stage.

## MR. STONE



To descend, climb slowly Mr. Stone, pound the legs that's already laid and use the ladder that Mr. Stone carries as a platform to reach the star.



## PICTURE CITY

Picture City can be frustrating, but you can master it if you plan your jumps carefully and look for rings in the air. You'll

automatically bounce when you walk on the blue, wavy surface, so be careful crossing them if there are ticks on the ceiling.

### ERASER PLAINS



Start the level with a series of well-timed jumps, avoiding the slippery puddles of fat. Touch the fly to drink and advance through the tiny passage.

### PENTATHLON



No, too, that some of the walls between the arenas are too wide to jump across. Leap into the air and use your helicopter hair to lose take over the gaps.

### HANA'S CRATER



On the third stage of the level, watch out for two pesky jugs full of moving, below-shiny spikes. Devent two-jug puncher to knock them out of the way.

## SPACE MAMA



Swamp around the area without afraid to avoid Space Mama and her flying pigs. Try to jump and punch her in the helmet to finish her off for good.

## THE CAVE OF SKOPS

As if the jumps aren't difficult enough to perform in broad daylight, the Cave of Skops adds a new twist by presenting

some stages in complete darkness. On the bright side, there's lots of swinging in this land.

### CRYSTAL PALACE



By night and several the majority of this level is swinging through the air. Always be ready to grab a ring, and watch for spikes that will send you falling.

### EAT AT JOE'S



Joe will treat you a little to improve your visibility, but it won't help much on the first stage. During later stages, punch levers to advance.

### STALACTITES



The sides of the crystal stalactites are sharp and can do so. Rayman plenty of pain. Study the patterns of the moving platforms before leaping onto them.

## MR. SKOP



Mr. Skop is a one-crab crab that really to move before he finds his slow toward you. Push in the head repeatedly while a leaping out of his grasp.

## SHOTS IN THE DARK

Before battling the ultimate enemy, you must conquer Mr. Dark's Dare by riding a speedy spoon across layers of slick whipped cream and climbing over candy-coated hills. Mr. Dark will chase after you, disguised as your evil twin.

### MR. DARK



Mr. Dark will zip across the room, switching between forms as he goes. Posture yourself between the raging flames and don't let the bad guy touch you.

## ONE MORE ROUND

After overcoming the wicked Mr. Dark, Rayman will be forced to re-battle each one of the level bosses before the Electroosh world is saved. When it's all said and done, the Electroosh should throw a huge party in Rayman's honor, because saving the land is no easy feat. Despite its challenging nature, *Rayman Advance* is an impressive and enjoyable portable gaming experience, thanks in part to stunning imagery and clever use of basic elements. Most importantly, the variety of levels gives this adventure a lot of replay value. It's a perfect title to add to your best-of-new Game Boy Advance collection.

# TONY HAWK'S PRO SKATER 2

Activision and  
Vicarious Visions are on  
deck for the Game Boy  
Advance launch party with  
a shrunken—but beautifully  
detailed—new Hawk.

## Big Air, Little Box

If Tony Hawk's Pro Skater 2 for Game Boy Advance were displayed on a six-inch television, casual observers might ask themselves, "Is this a new N64 game?" When you show it to them on the GBA, their jaws will drop. Its seamless 3-D movement and detailed textures push the boundaries of handheld gaming. Of course, all of that would be meaningless if the game weren't true to the traditions of THPS.



The biggest technical limitation of the GBA port of THPS 2 is its limited camera angle. Until you left hand to the left, you'll need to see through walls and ramps—you'll find that you can do just about anything that's possible in the more recent versions of the game.



**WIN** A NEW GAMEBOY ADVANCE  
GO TO [NCREW.COM](http://NCREW.COM) TO SIGN UP!

What's better than a free GameBoy Advance? We don't know either. So we've decided to give some away to NCrew members—before they hit the stores! Just head to [www.ncrew.com](http://www.ncrew.com) to enter the drawing, and while you're at it check out the all-new NCrew site. It's got a new groove just like you wanted, and there's still lots of news and hints you can't find anywhere else. Not an NCrew member yet? Why not? It's totally free, and you'll get the latest on Nintendo releases plus exclusive inside info, tips, and tricks. Just sign up at [www.ncrew.com](http://www.ncrew.com) and we'll enter you in the free Game Boy Advance drawing! Don't forget—GameBoy Advance hits stores on Wednesday, June 13th!



# COUNSELORS' CORNER

Your Questions—Our Experts!



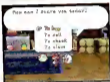
## PAPER MARIO

### HOW DO I BUY STUFF IN THE BOO'S MANSION SHOP?

The management at the Boo's Mansion Shop reserves the right not to serve patrons wearing blue overalls. Franky, the shopkeeper, won't sell you a thing until you talk to Lady Bow, the manipulative head Boo who floats around on the third floor. You'll have to make your way through the entire mansion to find her. Find the portrait of an old Boo, place it on the second floor then jump into it—you'll make a supernatural trip to the third floor. After you agree to do Lady Bow's bidding, Franky will be happy to sell you a Super Shroom or two.



Franky would love to help you out, but his devil-like appendages are mad. You'll need to talk to the grand Boo lady if you want some action.



Lady Bow always gets her way if you do what she wants, she'll let Franky open the Boo's Mansion Shop for business.

### CAN I FIND CHUCK QUIZMO IF I LOOK FOR HIM?

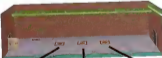
Yes! Chuck Quizmo's appearances are random, but you can maximize your chances of finding him if you follow cer-

tain paths. Go to the room in Yoshi's Island that contains three Warp Pipes, then warp back and forth on the three

locations on the other ends of the pipes until Quizmo appears. After you answer 64 questions, he'll stop appearing.



Keep warping to the three locations shown in the diagram until you see Chuck Quizmo.



Each time you answer a question, Chuck will give you a Star Piece.



**DRY DRY OUTPOST**



**KOOPA VILLAGE**



**GOOMBA VILLAGE**

## SPIDER-MAN

### HOW DO I DEFEAT MYSTERIO?

The three-story tall Mysterio may seem unbeatable at first, but a few well-placed Impact Webs will make short work of

him. Start by loosening out the six glowing crystals on his costume. When he begins to fire energy beams at you from

his chest, hit the two sources of the beams with Impact Webs. Finish him off by attacking his head.



You'll need to loop among three levels so you can target Mysterio's six glowing crystals.



Once the crystals are gone, you'll need to track out the two energy beams with Impact Webs.



Fire a couple of Impact Webs at Mysterio's head done to finish the fight.

### HOW DO I DAMAGE DOCTOR OCTOPUS?

When you first meet Doc Ock, he'll be protected by an energy field. You'll soon discover a serious flaw in his defenses—an on/off switch will drop down from the ceiling after you hurdle the energy walls that radiate from the center of the room. Each time you hit a switch, you'll need to jump over a greater number of energy walls to get to the next switch. After you've hit the switch four times, the shield will temporarily drop and you'll be able to inflict damage on Doc Ock. Repeat the process until you've defeated him.



Watch out for Doc Ock's tentacles as you wait over energy walls. Punch the on/off switch, or fire Impact Webs at it.



This bad doctor will be temporarily helpless while his shield is deactivated. Keep hitting him until the shield repeats you again.

### WHAT'S THE BEST WAY TO ELIMINATE CARNAGE?

When a Symbiote attached itself to a twisted criminal, the result was Carnage—two of Spider-Man's deadliest foes

in one package. Carnage will slash you and splash you with caustic liquid if you let them get near you, so keep running to

stay out of reach. Shoot the villains with a web line then yank them toward the sonic field to cause damage.



Carnage will slash at you with their axe-like hands if you let them get close to you.



Maintain a safe distance from Carnage, shoot a web line at them, then swing them into the field.



The sonic field will register hits if for Carnage takes a hit. Use the table to grab power-ups.

**HOW DO I ATTACH THE TRACER TO THE LIMO?**

The limo on the Chicago Stealth level will drive away a few moments after you begin the mission, so you'll need to plant

the tracer quickly. Sly between the fences to the sewer area then enter the second tunnel you find. Go down the tunnel

until you are beneath a sewer grate. Equip the tracer, target the limo's undercarriage then place the device.



As a Perfect Agent, you'll have the Tracer Bug at the start, so don't bother going to the drop point.



Enter the long tunnel that follows it all the way to the grate at the end.



The limo is conveniently parked above the grate, so all you need to do is target it from the tunnel.

**HOW DO I DISABLE THE SHIELD SYSTEM ON COVERT ASSAULT?**

Before you disable the shields, you'll need to disable the two Skedar guards. Sneak up behind the first Skedar warrior then

stab it in the back. Change your weapon's function to Throw Poison Knife then toss it at the second Skedar. Grab the mon-

ster's Maelstrom ammo, then carefully aim at the three odd terminals in the room to disable the shields.



The first Skedar warrior will go down without much of a fight if you surprise it from behind. A frontal attack is much tougher.



You'll probably get only one throw to take out the second Skedar warrior. It takes a couple of seconds for the poison to do its job.



If all goes well, you'll have enough ammo to destroy all three alien control panels. It takes three shots per terminal.

**HOW DO I DEFEAT THE THREE DUELISTS?**

You'll face three foes in The Durl: the darkDync Guard, Jonathan Dark and Trenz Easton. In each case, you'll prob-

ably only have one or two shots—if you're lucky. The toughest opponent is Trenz, who will nail you if you try to run. Your

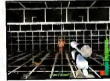
best bet against him is to turn and crouch before you fire. Jonathan hides behind a wall, so you should sneak up behind him.



You can't let the darkDync Guard get too close. You'll have to just turn, aim and shoot.



Jonathan will be gone when you turn around. Run behind the wall to catch him from behind.



You will probably need to take several cracks at Trenz. It will take perfect, lightning-fast aim.

# THE LEGEND OF ZELDA: ORACLE OF SEASONS

## HOW DO I MAKE MOOSH OR DIMITRI MY PET?

Most people will end up with Roly as their pet, but you can befriend Dimitri or Moosh if you find a flute before you

retrieve Roly's Gloves for him. If you complete in the Subrosian dancing game until you win a flute, Dimitri will become

your pet. Buy a flute in the Horon Village Shop to make Moosh your pet. You'll find either pet in Spoil Swamp.



Once the dry way to win a flute. When you go to Spoil Swamp, you'll rescue Dimitri and make him your pet.



If you stop by the Horon Village Shop before you find Roly's gloves, you'll be able to buy Moosh's Flute.



Dimitri can swim to Sunken City through treacherous, flooded regions of Holodrum.



If Moosh becomes your pet, girled walrusys will separate you from Sunken City. Fly over them.

## HOW DO I SOLVE THE STATUE PUZZLE IN POISON MOTH'S LAIR?

The red and blue statue puzzle in Poison Moth's Lair is deceptively complex. You'll need to position six statues so that they

match a line of identical statues on the opposite side of the hallway. Start by pushing two like statues and two red

statues against the wall, then shift the remaining statues away from each other so you can move them into place.



Start by pushing the two leftmost blue statues and the two rightmost red statues against the wall.



Push the remaining red statue to the right, then shove the other two red statues together.



Push the third red statue against the wall so it lines up with the other two red statues.



Once the red statues are in position, all you need to do is push the blue statue into the remaining slot.

## Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call.  
Or write to: Counselors' Corner, P.O. Box 27822, Redmond, WA 98073-0232

In the USA Call: 1-800-288-0707  
In Canada Call: 1-800-451-4400

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### Magi-Nation

- Q: Why did the Fungus leave?  
A: You must pay the Ferryman no more. 300 Arwads are in 'n' wait to take you back.
- Q: Is there a fast way to pick up energy?  
A: Try to use high-level creatures when you battle. If you do lose no money with one hit, your energy reward will be doubled.
- Q: Where do I find the Great Forest?  
A: You'll find it when you escape from Magog's Prison.

### Donald Duck: "Goin' Quackers"

- Q: How do I use the Teleporter?  
A: Stand in the center of it three times.
- Q: How do I access the Save Menu?  
A: You can access the save menu only by pressing Start while you're in Gyr's lab.
- Q: How do I collect Teddy Beers?  
A: Hit a bank, then run back to a Teddy Bear before the timer runs out.

### Make the Most of Your Game Counseling Call!

Starting this month, Counselors' Corner will provide tips for prospective callers to Nintendo's Game Counselors. This month's tips: Make sure you have a pencil and plenty of paper handy before you make your call. You may need to jot down some notes.

# F-ZERO

MAXIMUM VELOCITY



ESRB  
E  
EVERYONE  
6+

**Blast into the future with a soaring Game Boy Advance update of a Super NES classic!**

Copyright Nintendo

## MAXIMUM MODES

F-ZERO Maximum Velocity's blazing world of white-knuckle racing thrills includes a Grand Prix competition with unlockable tracks and machines, awards, upgrades and over 400 of multiplayer action—available for all, every day.



Join the F-ZERO Maximum Velocity Grand Prix to take on a field of fierce competitors in fast action of five race's races.



In Training Mode, you can select from all unlocked machines and tracks and configure a computer-controlled race course.



A Multiplay Link lets up to four players race on a track for every race. Select from the track and machine of player's unlocked options.



With a Single-Pak Link, you can play a race on track in as many as three other GBA systems using GBA Game Link Cables.



When you adjust settings in every race, you can visit the Gameplay Control.

http://nintendo.com



# FACE OFF WITH THE FUTURE'S FINEST

While F-ZERO Maximum Velocity takes place a quarter-century after the original, the shadings of Captain Falcon and his contemporaries loom large over the field. The pilots of the

new generation are driven to show that they belong among the F-ZERO elite, and they have the right equipment for the task. It's an all-new game—faster and more competitive.



**HOT VIOLET**  
Hot Violet pilot her karts to great things, like a boosted speed of 57 km/h for six seconds—the best boost combo of the first tier available anywhere.



**FIREBALL**  
Fireball designer and pilot Mickey Marcos has created a sturdy frame that can take more hits than any machine in the opening field, but it always stays in the race.



**J.B. CRYSTAL**  
The design of Jona A. Cristalis's race shows her love for vintage cars from the 19th century. It's his long beard devotion and excellent balance—a good beginner's choice.



**WIND WALKER**  
With the least turning ability and the highest boost speed of the first tier available, Jet Nick's Wind Walker performs in turns and straightaways.



**SLY JOKER**  
Maintained by expert mechanics with the most advanced tools, Jet Cyber's Sly Joker sports an overall 427 km/h and a boosted speed of 50 km/h.



**THE STINGRAY**  
With two engines stacked on top of each other, Alexander's multi-speed Stingray can maintain its 320 km/h boosted speed for up to 12 seconds.



**SILVER THUNDER**  
Designed by F-ZERO icon Dr. Stewart, the Silver Thunder's a strong frame and good balance. Jet Wagner controls the machine with great mastery.



**FALCON MK-II**  
With great acceleration, an F-Zero favorite, Falcon, the Falcon MK-II is a well-rounded machine. The pilot, Keet Akachi, clones to be Captain Falcon's son.



**FIGHTING COMET**  
"The Buller" Kazuo's Fighting Comet is one of the fastest machines available on course, with a boosted speed of 436 km/h and a boost duration of nine seconds.



Jet Jr., the son of racing-machine designer Professor Yurus, pilots the ultra-exclusive Jet Vermilion. It's the only machine to break the 600 km/h barrier.

## RULE THE TRACK WITH WINNING MOVES

With solid strategy and a bit of practice, you can take the Master Class. You'll see that. It's a storm. While the "ready" gear stage plays its part, it's not the end of the world. To warm up, you'll be riding it periodically to ensure that the race is a done deal. When your timing is right, you'll blast off with a boost for six

The Master turns you on, it will help you get a good idea of reaction speed in light of your turns and release the accelerator quickly and repeatedly while passing to maintain the move. When you hit obstacles, your racer will lose a boost, bringing down its top speed. Use the Zones to repair.

## UNLOCK A WORLD OF RACING

To use unlock machines and courses with racing accounts. By completing the Pacer, Knight and Bishop Series at Standard Class difficulty, you'll unlock the Sly Joker. Do the same in Expert Class to unlock the Stingray and the Queen Series. Complete the Queen Series at Expert Class to unlock

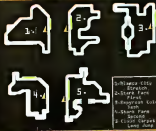
the Silver Thunder and Master Class. Master Class accomplishments get you the Falcon MK-II and the Fighting Comet. The Jet Vermilion will be yours after you complete every race with every machine in Master Class or after you complete the Championship Circuit 255 times.

## GRAND PRIX

Twenty-one courses, one premier—the F-ZERO Maximum Velocity Grand Prix is a top-speed battle for the checkered flag in four competitive series: The series build progressively in

their level of difficulty. Start at the Pawn Series and work your way up to the Queen Series. You'll unlock the Queen Series after you complete the first chess series in Expert Class.

### PAWN SERIES



#### PAWN 1

The first race serves as an introduction to track elements such as Speed Down Areas and Jump Plates. When you clear the first curve, drift toward the center to line up with a speed-enhancing Dash Plate.



#### PAWN 2

Starb Park's curve-riddled First Circuit is a good place for Blast Stars. Tap the accelerator repeatedly to generate control air right before the last few corners have sharp bends. Steer in the clear, smooth areas of the track.



#### PAWN 3

The Egyptian Colony Dash Circuit splits into two sections that are either exempt or rich with Dash Plates. Try to separate from the competition at the split and hit every Dash Plate as you go.



#### PAWN 4

Rough Speed Down areas spread from the shoulder to the center of the track in Shark Park's Second Circuit. If you hit a Speed Down Area, you will slow down in a heavy Steer toward the clear and smooth track.



#### PAWN 5

The Pawn Series concludes with a course in the Clouds. In addition to two 100-degree corners, where the Blast Star Extension is a must, the course features one long gap. Hit a Dash Plate before you jump.

### KNIGHT SERIES



#### KNIGHT 1

The angular Spiraaza Circuit of Tooth Zero First has also corners that are 90 degrees or sharper. The tightest turn bends 135 degrees to the right and leads into the backstretch. Use the Blast Star technique to stay inside.



#### KNIGHT 2

When you hit the middle of the figure-eight on the backstretch of the Babylon Park Overworld Circuit, continue drifting straight across the side stretch and adjust your speed if you're on a collision course with crossing traffic.



#### KNIGHT 3

Drifted with Explosive Rings and loose, low-traction Synthetic Circuit is a dangerous race. When you reach the level at the end of the backstretch, hit the Jump Plate and drift to the outside while you're leaning over the last turn.



#### KNIGHT 4

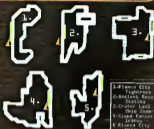
The Ancient Mesa Split Circuit is your introduction to slick surfaces. Execute Blast Stars to maintain control on icy corners and make use of the Dash Plate when the split track converges to correct your trajectory.



#### KNIGHT 5

Starb Park's Third Circuit is the only track that splits into two paths with coadjuncts of Turned Inboarders. If you go left at the split, you'll encounter Speed Down Areas. If you go right, you'll fly over a long gap.

## BISHOP SERIES



- 1-Battle City
- 2-Fightzone
- 3-Battle Tank
- 4-Duckley
- 5-Crater Land
- 6-Drop Zone
- 7-Closed Canyon
- 8-Lava
- 9-Battle City
- 10-Blizzard

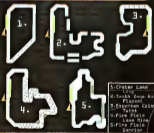


### BISHOP 1

The Teakholz Circuit of Battle City is completely twisty. You'll find few straight sections or backtracks that are good for passing. If you don't snag the fast right turn, you could gain ground as you reach the home stretch.



## QUEEN SERIES



- 1-Crater Land
- 2-Tank Zone
- 3-Explosion Canyon
- 4-Fire Field
- 5-Lava River
- 6-Fire Field
- 7-Battle



### QUEEN 1

Hit the two Jump Plates on the backstretch of the Crater Land Loop Circuit to skip over large Speed Bump areas. Drift across the track while waiting to avoid all of the rough stuff.



### BISHOP 2

Right turn is critical as we cross the rail. Don't take the exception on the slick starting Granddaddy's Agent Mean. Great turns are the best way to handle the sharp angles. Think you could gamble by bouncing off the rail.



### BISHOP 3

The Mexican Plateau of Crater Land's Wind Zone Circuit will have you weaving dangerously close to the rails. If you are low on energy from red collisions, you should choose the Pit Zone over Dash Plates when the track splits.



### BISHOP 4

A track is the backstretch is covered with Speed Bump areas on the slow side. Even if you have to go counter-clockwise, you should avoid rough terrain and stick to smooth areas.



### BISHOP 5

The Backyard Series finale is packed by some sections. Driving accuracy is more important than it's ever been. At the opening of the backstretch, the track bends to left, then right. Stay centered and make slight adjustments.



### QUEEN 2

You'll cross the wide loop on the Tank Zone Fast Lane at Circuit. drifting left or right to reach the tightly lit landing zone. The path splits at the fourth jump. When it comes together again, watch for energy buildup.



### QUEEN 3

Twist Plates are the most dangerous elements on the intricate course of the Queen Series. If you hit a Twist Plate, you could easily spin out of control. Try to avoid them, but be sure to hit the nearby Dash Plates.



### QUEEN 4

The backstretch of Fire Field's Lava Zone Circuit is loaded with Explosive Traps. You'll find that it's easy to avoid them in the straight sections but more difficult to steer around them on the curves. Be careful!



### QUEEN 5

Explosive Traps are concentrated in two sections of the Fire Field's Winner Circuit. You can fly off Jump Plates to avoid most of them, but be careful not to be prepared to move over quickly on the ground.

## CHAMPIONSHIP CIRCUIT

When you register a ranking-worthy time in every course, an every action, you will unlock the Championship Circuit. That final track is the ultimate Time Attack course. It has Ice, Speed

### CHAMPIONSHIP



Speedster  
Championship C



Down areas, Explosive Traps and several sharp turns—no, expert racer's dream. If you want to keep pace with the best registered racer, you can enable the Champion Ghost feature.

After you slip through a field of Explosive Traps near the beginning of the circuit, you'll come into a 180-degree turn. Don't hit Part 1-2, because please you blast tires and keep moving.

You'll find Dash Plates on the opening of the course's wide and icy section near the hair-crack. Even though you may come to sliding on ice, you should take advantage of the effort speed that the Dash Plates afford you.

Cornering on ice can be very tricky, but if you've made it to the Championship Circuit, you know how to do a tight slippery turn. Use the Boost Tan technique to maintain control and stay away from the outside rail.



### MULTIPLAYER MODES

There are two ways to race with multiple players. Both multiplayer modes require a GBA for each player (up to four) and enough GBA Game Link Cables to connect all of the systems.

With a single Game Pak, you can upload an exclusive course to all linked GBA systems. It's a good introduction to the game for players who are new to it.

### SINGLE PAK



Ultimate  
Single P



The hairiest turn on the track includes a Speed Down area on the left side shoulder. If you go wide on this corner, you'll cover too much room and lose speed at the same time. Use the Boost Tan technique to cut into the hair.

The Jump Plate is too far from the curve to offer a corner-cutting opportunity, but it is the only place on the course where you can pick up some speed in the ice. Blast Down at the Control Pad for a smooth landing.

You'll crash a pair of Dash Plates on your way to the hair-crack. If you hit them both, you might have a difficult time making around the corner. Hit the first one and Dash again only if you can handle the added speed.



### MULTI-PAK LINK



The Multi-Pak Link requires a Game Pak for every linked game system. When you hook up, you'll be able to select from the courses and machines that are unlocked in all linked sets of the Game Paks.

### THE FINISH LINE

F-ZERO Maximum Velocity is a feature-packed thriller that sends you into the future of rocket-powered racing. If you master the basics and practice, you'll go a long way in a hurry.



# You found the Ocarina!



Sweet Potato

*The Ocarina inspired by the Legend of Zelda® is now available!*

**Easy to Play** ~ a well-tuned and finely crafted musical instrument.

Includes a **Songbook and Tutorial** with simple finger notation for many songs and fancy tricks, plus **Lullabies, Serenades and Minuets!**

Made from high-fired **Ceramic** in 3 styles:

- **Sweet Potato** (octave +1)
- **Extended Range Sweet Potato** (octave +4)  
Includes Extended Range Songbook plus Regular Songbook I
- **Raku Pendant Ocarina** (with necklace)

You can also order:

- **Silk Carrying Case**  
(padded, zipper, handle and embroidered dragon)
- **Songbook II**  
(25 songs from Beethoven to the Beatles)
- **Dragon Boy T-Shirt**  
(100% cotton, youth M/L/XL)

Hear them and order online at:

[www.songbirdocarina.com](http://www.songbirdocarina.com)



## Pendant Ocarina



## Pricing Info:

Sweet Potato Ocarina.....	\$39.95
Extended Range Sweet Potato.....	\$49.95
Raku Pendant Ocarina.....	\$24.95
Dragon Boy T-Shirt.....	\$12.95
Silk Carrying Case.....	\$5.95
Songbook II.....	\$2.95

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# PINOBBEE

## WINGS OF ADVENTURE

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**A ROBOT BEE SEARCHES FOR HIS MISSING MAKER IN PINOBBEE, FROM ACTIVISION. HELP HIM HOP, POP AND ZIP THROUGH DOZENS OF COLORFUL, ACTION-PACKED LEVELS.**



### Got to Have Heart

Robot Pinobee has nearly all of the essential bee parts: a stinger, wings, fast legs and an engine for buckin' dashes. The only missing piece is the heart that Grandma Bee was going to add before he vanished. Pinobee must find his maker if he's going to be a complete bee.



# Bee Prepared

It's a jungle out there, or at least a fairly hostile meadow, and it pays to be ready for anything. After you select a diary to save your progress, choose the first level and get a feel for Pinobee's

moves, especially hovering and dashing. When you're ready, start exploring. You can quit any time and return when you're ready to go again.

## Save Your Progress



You'll begin the game by selecting one of three diaries. Pinobee will write an entry to the diary at the end of each level, automatically saving your progress and offering clues about what you might have missed.

## Know Your Options



You can access several important features through the main menu. Select a diary, check your item inventory, read Pinobee's diary for clues about each level, and trade items with another player. Trading items returns Live GBAs, but Pinobee Game Paks and a GBA Game Link Cable.

## Build Your Inventory

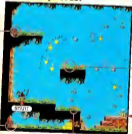


There are 51 items in three different colors scattered throughout the game world. When you collect items, they'll appear in the Item Holder. If you collect enough items, you can earn new abilities and even change the story.

# Your Adventure Bee-gins

On your quest to find Grandpa Bee, you'll explore nine sections of Pinobee's meadow—each one packed with secret areas and hidden items. As you buzz along, you'll develop new abilities that will allow you to explore more. If you learn an ability in a late level, you can explore previously unreachable areas in earlier levels.

## 1. Cozy Forest



### Mysterious Switch



You'll find the Flower Switch in the middle of the level. There are similar switches in other game levels. By finding and hitting all of the switches, you will trigger an important event near the end of the game.



### Go Underground



The entrance to the lower-left area of the first level is blocked. The only way to get there is through a teleporter in the upper-left corner. Return to the loud of Pinobee's arm an extra Dash, then fly up and teleport down. You'll find a treasure.

### Metal Monster



Every level has a golden enemy that has an illusion over the game's other enemies. If you fail to defeat a golden enemy, the situation in the next level will become more powerful and it will fight into the ending, too.

## 2. Cozy Forest



START



### Cricket Conversation



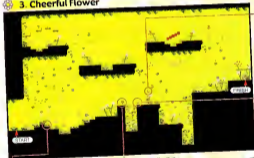
You'll happen upon the cricket Cricket for the first time near the end of Level 2. Walk up to his end of him, but don't sting him. If you sting friendly creatures, your adventure will be more likely to end on Level 22, rather than continue to Level 27.

### Quiet Cove



As you close in on the cove in the lower-right corner, the music shifts to a quiet theme. You'll find an item in a bubble there. Jump up and crash into the bubble; you'll collect the item as you fall to the water below.

## 3. Cheerful Flower



START



### Checkpoint



The paragon-shaped floating crystal is a checkpoint. Touching it will restore your health and save your progress.

### Bubbles Bounce



The cluster of bubbles at the beginning of the level will pop up to its high or roachus. When you hit the first bubble, you'll pop up to the top like a pebble bouncing off bumpers.

### Friendly Fairy



Seek out the Fairy and listen to what she has to say. She'll add to your Gosh ability. You can return to earlier levels with that additional and get to places that were previously out of reach.





#### 4. Cheerful Flower



#### Pinching Plants



The area near the upper-left corner of the level contains rare items and every dangers, including a pair of snapping plants. Either avoid them completely or pop up and sting them in the way down.

#### Blast a Block

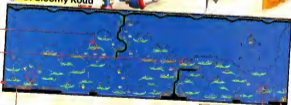


The section in the middle of the level is surrounded by blocks. You'll be able to reach it once you can blast them away without losing. Approach it from the right side and Dash through the weak side block.

CLASH



#### 5. Gloomy Road



SCORE

CLASH

#### Insect Cannonball



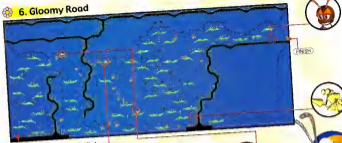
When you launch from a cannon, you will get launched in another cannon and launch again. It's a good way to get to out-of-the-way areas. Hop in and blast off.

#### Mean Magnet



The magnetic device near the end of the level will attempt to draw you in and hit you with an electric shock. Stay away from it.

## 6. Gloomy Road



START

Another Switch



The Wind Switch in the sixth level is connected to the first level's Flower Switch. There are more switches to visit in the later levels! Push them all!



## 7. Gloomy Road



Sticky Situation



The robot spider of Gloomy Road drops spiderbombs and webbing. When you get caught in the webbing, you'll be vulnerable to the spider's attack. Wiggle out of the web and drop to the ground.

Bounce the Bombs



You can use the spider's bombs to your advantage. While the spider is lowering a bomb to the ground, jump up and (bump) the explosive switch. It will bounce back and hit the spider!



# More Adventure Awaits <sup>ADP</sup>

There is much more game to play. When you earn additional Dashes, remember to return to earlier levels and explore the areas that were once out of reach. That way, you'll be able to find all of the inventory items and hit all of the switches. If you are nice to friendly characters, collect all of the items and defeat the golden enemies, you'll bump up to the 27th level and see one of the more favorable of eight different endings! Don't worry. Be happy! <sup>ADP</sup>



SOON THIS GUY WILL GET YOU  
**FREE STUFF**



Stay tuned, Get real and Dive In



# THE LEGEND OF ZELDA

## ORACLE OF AGES

### AGES™



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Dueling in dual GBC adventures, Link has double the trouble, but you'll be getting double the help. In part two of NP's Zelda strategy guide, you'll swashbuckle your way through the fifth dungeon of Oracle of Ages and learn how to earn the Iron Shield and Noble Sword in Oracle of Seasons.



### Coming Up Next

Whether Link's adventure spans four seasons or 400 years, the Hyrulean hero's two GBC adventures require strategies of epic proportions. Last month's Zelda trailer focused on Oracle of Seasons; in this month's tip, the emphasis shifts to Link's other quest. The time has come for Oracle of Ages.

#### Oracle of Ages



After completing the first dungeon and crossing the 3rd Hop of Ages, in last month's Zelda article you learned how to travel back in time and explore Aegleas Town through time.

#### Oracle of Seasons



Last month, you earned the Iron Shield and made up to a Noble Sword.

# Oracle of Ages

## Labyrinth World Map

Labyrinth adventures in Oracle of Ages take place in Labyrinth, a world that most resembles both the present and the past. If Link is traveling in present-day Labyrinth, the map coordinates will correspond to the top-overworld map. The bottom map depicts Labyrinth in the past.



### Times Are Changing



Evil Vespa has traveled back in time. To stop her from rewriting history, you must find the eight Excessives of Time. Talk to the Madam Ines to find out where they are.



### Queen Ambi's Black Tower



To place Labyrinth into the Age of Darkness, Vespa has tricked Queen Ambi on its building the Black Tower at 422 in the past. The ruins will be the site of your final battle.

## Queen Ambi

Queen Ambi has the bombs you'll need to escape Wing Dungeon, but you'll have to find Mystery Seeds before you're able to reach her chambers. Witness the game to fulfill her royal request.

### Mysteries of the Dark Forest



In the past, use your Seed Saboteur's Ember Seeds to torch the acornway tree in A24. Follow the path to Q22, then take the stairs. When you reach A22, remove your sword at the tree to harvest its Mystery Seeds.

### Bombs from Queen Ambi



The coin-operated Mystery Seeds on each staircase—the one at A22—is to lower lifts, but save some seeds for the game. As you back-track through the forest, a royal guard will take you to her and the King you locate.

## Wing Dungeon

With the explosive gift you receive from Queen Ambi, you'll be able to take off for the Wing Dungeon. In Labyrinth's second dungeon, you'll earn the second Essence of Tyne and the ability to jump.

### An Explosive Entrance



After receiving bombs from Queen Ambi, head to the Wing Dungeon entrance at Q22. Place a bomb at the cave's doorway to enter.

### 1. Color Coordinating



As long as you have a shield, you'll be able to defeat the charging lava fire in room D4 to get our stick. Use it to walk on the under-bones. Extensions there to enter room C4, then push the color cube into the hole. If it lands out-side up, the north exit will open.

### 2. Dungeon Map and Key



In C4, break the crack in the room's east wall. Walk through the hole you've blasted to enter Q3. Once you've straightened the map from that room, head to A2. Defeat all the enemies that link there to win a key.



WING DUNGEON: CELL FLOW



WING DUNGEON: STAIRWAYS

### 3. Down to the Secret Room



Backtrack to room Q4 and use your key to unlock the lava door at E4. Push the switch and to reach staircase A. Use your key. Head down stairs to the "secret" room from the side (a sliding passage opens) to find a key in room E4.

### 5. Swoop



Key will take you to meet Swoop, a winged dragon in E4 that will create a hole either anywhere if he hears Swoop. Swoop Swoop can't pass through the blue glass, so tie yourself up in the blue parchment and climb it when it lands.

### 4. The Compass and a Cart Ride



From E4, return to E4 and fight the skeleton. Once you've saved all the bones and letters, you'll be able to slide the cart up a track sideways so you can reach the compass. Pocket your prize. Then go to Q3 and ride the rails.

### 6. As Light as a Feather



After you've prominently grounded Swoop, use D1 through the upper level and descend staircase C. Head up to C3 and take staircase Q. Downstairs, you'll find Bob's Feather, so that bird will enable you to jump.

## 7. On the Right Track



With your new jumping abilities, return to G2 and jump over the yellow tile and if you're not the tile to the left or right, follow the yellow track, enter cars, and ride the main cart to B2. Double your way into B7 to find a key.

## 9. All Aboard for a Gasha Seed



As time opens up to G2, then reenter through B7's entrance so you can hop to the red floor tile in G2. Jump over the rail if it turns blue to close the railroad gate, then ride the cart to B2 to retrieve a Gasha Seed from a chest.

## 11. Matching Statues



Enter the key in F3 by setting up the statues on the right so they match the locations of statues on the left. You can move only the statues that match the color of the tile in front of the torch. Flip over the tile to change its color.

## 8. Working on the Railroad



In B7, push the blue cube into the hole, so it floats back up and raises the rail to the gate. Drop in again to the red floor tile, push by jumping over the tiles. Match the blue and yellow patterns to solve it.

## 10. Uncovering the Boss Key



Walk down the three buttons in F7 by sliding a pole on top of it, exit next to G2, where you'll see the Boss Key by defeating the cannon-firing Mode. If you hop over the center tile, you'll be able to see them too from the air.

## The Battle with Head Throwing



Drop heavily onto the Throwing's head and check into the lower right corner to dodge its attacks. When you float in, the head will spin, allowing its many faces. If it stops on red, it'll take damage.

## Setting Sail

You'll find the third Essence of Time, stranded on an island. To make your voyage to it go swimmingly, you must first acquire a few nautical items. Begin your preparations by visiting Chevlin in the past.

### Learning the Ropes



In the past, visit Chevlin in an A2. Chevlin will tell you about the indestructible strength rope he's developing. While you leave his house, Ralph will interrupt you and tell you that the rope is a reality in present-day Noh. Go forward.

### Saving Moosh



Work in the present and head east to B6. Go upward where a bear-like creature named Moosh will be surrounded by ghosts. Sweat all three spirits away so Moosh can give you a rope.

### Under Chevlin's Gaze



Hide Moosh in area G6, and use him to fly you to the northwest boat house. Push it to an underground. Follow the surface, pull the lever to open the hemicube enclosing Zora's Flipper.



The Flipper will allow you to swim and dive. Dip your toes into the deep water in Chevlin's store, then swim to northwest around the reef to recover Chevlin's special rope.

### Tying up Loose Ends



Return to the past and deliver Chevlin's rope to his home in his warehouse house at B26. Ralph will build you a raft, but you'll need the Island Chart. Ricky the Angler will help you find it, so head here to the present at K7.

### All Jumpy and Tugly



Big on the beach, catch the Ricky to see with his fishing pole. It runs there to the kangaroo target in B7. Ricky can help you solve the puzzle, so talk to him and go to B7, where Tugly will give you the Island Chart.

### Shaving off for High Seas



Once Ricky helps you to Tugly, visit the kangaroo's pouch. Do some fishing of your own, and seeing your reward is similar to catch Ricky's fish. Then, get the Island Chart from Tugly, then visit Tugly in the past to set sail.

### Shipwrecked on Crescent Island



A storm will rock your raft when you set toward A24. You'll wash up on Crescent Island, where the aptly named inhabitants call it. Always and start off your raft. To recover everything, follow the steps listed on page 72.

## The Tokays

Remember, whenever you enter a cave, you often find the Tokays who have stolen your goods. You can trade with the Tokays to register all of your items, though you can also buy your stuff from a Tokay. Search at N20.

### Shovel and Sword



Begin rebuilding your inventory by heading south. Comb the trash at L27 to recover your shovel from a Tokay. Then go north to L26. Inside the cave, search shovels and dig up dirt mounds to reach the Tokay who has your sword.

### Wild Tokay Challenge



Climb the ladder at N25 and bomb your way through the cracked cave entrance. Inside, use the Power Bracelet to cross a river to every platform. Show us you can win the Secret Scuffling at N25, plant your pins.

### Power Bracelet and Seed Satchel



Back at the trading hut at N20, better odds you get the Power Bracelet. Reenter the cave at L27, then leave the rocks blocking the northwest path. Dive in, then later the stairs at the surface to nab the Seed Satchel.

### Before Warping to the Present



Push the green button at N26, N28 and N27 in front of the infested arena in the cell-bunks. When you warp to the present, the bulbs will appear into which you can climb.

### Scent Seed Swapping



In the present, visit M11, the shop where you planted the Secret Scuffling in the past. The warping will be a Scent Seed, one and you'll be able to trade its Scent Seeds to the Tokay trader at N20 in the past. After recovering all of your items in good, warp at J28.

### Power Bracelet and Bombs



After using your power bracelet to enter the trading hut at N25 and swap your shovel for the Power Bracelet, hit the rock at N21 and it'll blow the stones to the chalice but so that bomb.

### Roc's Feather and Zoro's Flipper



Return to the trading hut at N25 and exchange items until you end up with Roc's Feather. Blast open the cave at L22, then help from there to shove and if you reach Zoro's Flipper.

### Mystery Seeds and the Hory of Ages



With the Seed Satchel in tow, trade Mystery Seeds at the trading hut to receive Roc's Feather. Using the Power Bracelet and push buttons between the caves at L26 to retrieve the Hory of Ages.



## Mount Grotto

By warping to the present from area Jail, you'll be able to stroll to the third dungeon entrance at K24. Inside, you'll find a new item and essence.

### 1. Music Slays the Savage Beests



Begin plundering the island hole-away by hearing the west blocks in C8. Push your new past items to enter E8. Here play your horns to defeat the mutant beast nine times. With your mastery, you'll win the item for Maceo's Grotto.

### 2. Crystal Shards



Shower off your staff with your sword, then charge through B4's arena like a tiger. After shoving bombs or leaving them near the green barricade to blast off cracked rock, pick open a path to hit the dungeon's second crystal.





### 3. Muscular Movement



Once you've destroyed the crystal in E4, push the weight around onto its next position in the northeast of the central area. If you're positive according to the picture in the immediate left, you'll win a key.

### 4. Storee Blasting



Enter and remove the barrier at D4 from different directions until it opens up to the north. Head to G3, then enter E3. To win the room's key, step on the floor switch. Then bomb the Arrows' sword into rubble.

### 5. Floor Fighting and Felling



In G2, the dark floor tiles will rise up one by one and fly toward you. First dash off with your sword to cut the roots, then fall into the pit in C6. A work of resistance will grant you a key you laid in C8, so ready your sword.

### 6. The Third Crystal



Break the worms in G6 to access C7, then defeat the heavy bodkin. Exit through the odd tile floor to the north, then head up stairs to the pit in C6. A work of resistance will grant you a key you laid in C8, so ready your sword.

### 7. Bombing Run



Throw a bomb over your C12's green barrier to the objective and a key in the orb. When it activates the orb goes blank, the Arrows' sword will unlock. Bomb the Arrows to reach the objective.

### 8. Seed Shooter Showdown



Grab a staircase B to climb to your G8 on the first floor. Head down to A4, push the top staircase at blocks into the northern shelves in the left picture to make a key, then H to unlock G8, when you'll battle for the Seed Shooter.

### 9. Seed Bouncing



The Seed Shooter can launch seeds vertically, horizontally or diagonally, and your shots are restricted up to two times the your new blaster is bouncing a seed onto the first crystal in G2 and Ember Seeds into the bottom of G9.

### 11. Going for the Block



After you've defeated Substern, dash G8 without using C7 to enter A key. The prize will be yours if you push the lower right block one space west.



In C5, use your Seed Shooter in block the orb switches to locate the red cylinder. You are at the optimum position, you can use a seed to activate so they bounce over the top into the green level that will extend the bridge.

### 13. Boss Key Book Shot



To reach the Boss key, stand on the bottom in E10 so the objective point in the direction shown in the top left picture. While standing on the bottom, face diagonally up and to the right to hit the cover and open the door to the Doors key in E8.

### The Best Yet with Seed Shooter



Dodge the top's four shadows, then keep your back to her when she waterfalls. She'll disappear if you lose her, so fire your Seed Shooter until it's well on your watch because back will hit.

## Build Bridges

As you visit the Moonlit Grove with the *Wind*, *Fire*, and *Thunder* Mages, you'll help rebuild your village up to its northeast peak of Liberty. You'll be friendly with a lot of new villagers.

### Making a Dinner of Dainties



Some hungry Tokays are easy to eat (heh, heh, heh). Dedeo, a Zoro kid from his home, is looking for a good dinner. After they've had the feast, take a lot of them back to Lymia City.

### Over the River



With the Seed Goddess, you'll be able to meet some friendly Tokays like the one at E8. Touch the small tree to jump of the river bed, then pull the lever to bridge the gap.

### Lost: Three Carpenters and One Animal



By crossing the bridge at E8, you'll be able to reach the head carpenter at F3. Talk to him to hear about his missing coworkers, then lead back to E8. In the way, a fairy will ask you to find the last animal in the *Fairy*'s Woods.

### Last in the Woods



Navigate the path to the *Fairy*'s Woods to find the last animal. If you've already seen or purchased the fairy, you'll be looking for Paddy at D8E2.

### Find the Three Workers



The animal you've rescued from the *Fairy*'s Woods will help you explore the region around the head carpenter at F3. When you've hired all three missing workers, recruit the head carpenter and cross the bridge that he's now built for you.



## Symmetry Village

The carpenter's bridge at F3 will lead you to the ruins of Symmetry Village. Now, a once-balanced burg has become a ghost town, and a trip back in time will give you the clues you need.

### Back in Time



At D2, chop down some Gale Seeds, which will allow you to warp to any dead time you've visited and return you to your Seed Satchel. Since you've visited your sack, use the nearby Time Portal.

### Cracked Tani Nui



Everything in the west part of Symmetry Village has a quest to repair the west part of town in the past, talk to the wooden in the east and the sea in the west. The second time you speak with will give you the cracked Tani Nui.

### Takkey and the Tone of Currents



See what happens now when before you can get a Sea Nui (find, One into the deep water at E15 to visit Takkey. He'll touch you, so you can't fly the previous, he'll be.

### Let's Do the Time Warp Again



The Tone of Currents that Takkey taught you will allow you to warp from the past to the present without using a Time Portal. Use the same old Time Portals to warp to isolated areas in the present and past. When you reach D9, push the stone to retract the door.

### Via and Tige on Your Side



In the past, push the vine back at B2 to the old-time creek on the right. Using the Tone of Currents, warp to the present to attack the vine first come from your boat, then use the Time Portal at D3.

### Patch's Crazy Cart



When you emerge in the past at B6, head east and climb the wall at D8. Visit Patch's crew at D2, then visit the barista to get and keep the train on track to the headstone can fix your cart.



## Small Dungeon

Jump over the barbed wire in F4 and place it on top of the crowd together so you can easily get both out from a pit. Or, the technique to get both out is to use the Bomb—your choice into the fourth direction.



## Into the Volcano



Take the repaired barbed wire to Symmetry Wing's control room at D6. Place the net on the pit or to replace the raving volcano. When the crowd no longer swarms, the entrance to Small Dungeons will open at D5.

## 1. Claiming the Compass



In room D6, you'll find the compass. Get your bearings by passing the exact top of the triangular formation of blocks. Dying in it saves you if you wish to finish your run.

## 2. True Blue



Take your compass and head south to room D2. Solve the riddle puzzle by putting the blue into the pit so that it leads to the sliding. Two pits will be a key.

## 3. Minkie Tracks



Use your key to unlock B5, then hop should the area start at E5. The minkie track will deactivate whatever you ride with it or F2. In F4, hop to the chair to unlock the area in F3, recatch a plot of the sliding orb to win a key.

## 4. Walking on Fire and Tiles



Unlock the door in F6 to reach your key in G2. Then head north to G4, put the lever to equal the lines, then unlock it. In F6, hop over the board in G4 to duplicate the neighboring tile pattern.

## 5. Choo-Choo Rocket



While awaiting the Elastic Trap and cracked sections of floor, position yourself at the bottom of a cube in E2 and push it into the pit. It'll lead while collapsing later, the railroad gate will raise so you can ride to D1.

## 6. Sharpshooting for a Key



Ride F2's train to the end of the line, then enter E3. Hop onto the sliding press platform, then recatch a card from your Sharp Shooter so that it bounces into the orb switch. If your aim is true, you'll win a key.

## 7. Locomotion Cancellation



Walk to room G1, then unlock the block so you can jump over the floor tile to reach the railroad gate. Do not walk on the railroad until you start in G1 to ride to G2. One block of the railroad will be the starting point of the train at the top of the track.

## 8. Love Loops



Your cart into a wall drop you off at the doorway of B2. Inside, hop across the green platform to reach the vault's south exit. This loop over B3's southern line. When they watch the color of the north-south tiles, you'll win a key.

## 9. Armos Warrior



Unlock block B2 to ride the cart to G4. This cart or G4 to reach the Armos Warrior. The warrior will raise his sword at you, and you can shatter his shield if you push his sword back to him. Once he's dead, you'll win a key.

## 10. Getting the Switch Hook Hookup



Journey to D1 and bomb the pinkish wall to make an overhead entrance into D5. With a new item—the Switch Hook—by walking over every blue tile in a continuous path without stopping on the same tile twice.



## 13. One-Way Maze Walking



Defeat the enemies slithering around in B3. Then visit the room's key by solving the puzzle, which is similar to the one in room B5. If you run up, monitor the room to enter the floor 4th.

## 15. Playing Hooky



Put down A's's box, then make a mud dock across the lake to the first pit. Break it, then hook the pits to create the path that is now obstructed. When you reach A2, hook the pits to smash down the switch and summon a chest.

## 11. The Ol' Switcheroo



The Switch Hook allows you to swap positions with pots, chests, and other blocks and other items. Flip the switch with the diamond block in D3 and E4 (notice the placement on the left) to reach solutions A in F4.

## 12. Can't Stop the Flip-Flap



Downstairs in E7, hook the diamond block off the island. Then, hook the pot to leave the island also. Flip-Flap the diamond with the hook to exit, then defeat the blob in E9 (see tip 13 on page 74).

## 14. Into the Tunnel



Access staircase B to enter the tunnel. Using your Switch Hook, swap places with the pot to reach the entrance. Use the key in room C1 to move C2. Head east to A2. Push the bomb's lever to reach the key to A1.

## The Battle with Eysenar



The pagoda's white second eye has a large winged eyeball. Hit the small eyes with your sword or hook Eysenar away from its reachable range to smother it with your sword!

## The Gorons

According to the Maku Tree, you'll find the next Essence of Time shop Rolling Ridge. Towering in northeast Labyrinth, the mountain will require you to travel between ages to reach the summit.

### On the Rocks



In the past, trek to D2 and cross the pits using your Switch Hook. Enter the cave across the way to learn about the Goron Elder's trial. Search for a switch. You won't be able to help him yet, so wait to the present.

### Reclaim the Mobius



When you enter a Pegasus Seed from your pocket, you'll receive a short burst of speed. The added speed in your step will be enough to get you across the crumbling walkway in A1 of the present. Speak to the man in King Waddle, then use the Power Drinker to throw his bottle back at him. Try him to win a Marsh Flower.

### Pegasus Seeds



Rescue the Goron in the present and reach the top of Rolling Ridge. Then walk to C2 on the top of Time Portal. Swap back in time. Use your small eyes to pick some Pegasus Seeds from the nearby sign.

### Rescuing the Goron Elder



Return to the past and collect the Goron Flower to the Swamp, who are trying to liberate the Goron Elder trapped in the cave. Your delivery will free him, and he'll reward you with the Crown Key.



## Link's Long Jumps to the Crow's Dungeon



The Crow Key unlocks the fifth dungeon entrance at KL 10. To reach it, wade to the eastward, then enter the cave at J1. Use the Crow's Beak and Key. For the latter, jump onto the water like water steps in the cave, which leads to KL 11.



## Crow's Dungeon

Inside the Crow's Dungeon, you'll find the fifth instance of Time and an enchanted chair that can create a block. The trip won't be easy, though, since you'll have to reverse sets of barricades that alternately raise or lower.



CROW'S DUNGEON ON 127.16.02



CROW'S DUNGEON FLOOR PLAN

### 5. Red Down, Red Up



When you reach A4, hit the orb to lower the room's red barricade. When you're south of the red barricade, shoot the orb to ricochet into the red barricade, then go down to face B to free a key from the chest in A10.

### 7. Ember Seed Shuffle



With the blue barricade down, link to D6 and descend staircase C. You'll end up in D17, where you must flip the four lumps with Ember Seeds. Ricochet your seeds off the squares while standing in the middle of the room.

### 1. Lowering the Blue Barricades



Crow's Dungeon features a set of red barricades and a set of blue ones. When one set is up, the other set of barricades will be down. Note that D6 barricades cover the barricades for the orb in D2 to lower the blue barricades and raise the red ones.

### 2. Dungeon Map



With the blue barricade down, you'll be able to climb the unoccupied platforms in D4 and follow it to E5, from there, enter D5, then go east to E2. If the blue orb catches you in its sights, jump over its beam, then open the chest to enjoy the map.

### 3. Lowering the Red Barricades



Reset the orb in C4 and hit it to lower the red barricade to the east. Enter D4, then work your way to A3. Moblins patrol this room, so release them of their duty with a few sword swings, then head to staircase A.

### 4. Downstairs and Upstairs



Staircase A leads you to A3, where you must bank the downward block onto the blue button to exit the room. When you make your path way, you'll enter A10. Ascend its staircase to emerge at B to A4.

### 5. Ricochet, Ricochet, Ricochet



From A4, head south to A1 and hit the ricochet orb. When you've lowered the blue barricade, A4A's chest will be lit. To use this ricochet orb, shoot it and let it bounce off all four directions.

## 8. Case of Somalia



Step on the horizontal G2 to see the color pattern. Do this on each of the stairs, always the stairs according to the color pattern. If you arrange the stones correctly, you'll win the Case of Somalia, a single word that creates a block.

## 10. Barricade to Barricade



Strike the orb in G4 so you can go down staircase D. In G4, in G4, hit the orb while standing on the lowered red barricade. Repeat the trick along on the blue barricade so you can get to G2 and water like tunnel water blocks are L.

## 12. Stepping Up



From B11, backtrack to G10 and stand on staircase D. Hit the orb in G4 to lower the blue barricade, then go down staircase D to G5. In G7, take staircase H, then cross the side-scrolling area by using a block from the cave on a step.

## 14. Tandem Movements



In F6, you must move each statue onto a tile to win a step. If you push one statue, the other statue will move in the same direction. Look for the starting statue only place by popping a Case of Somalia block against it.

## 16. Hooked on the Compass



Create a block on top of the bottom in G3 to keep the bridge extended, then enter it. As the chest, look either downed block to climb the staircase, then look either downed block to escape the chest's dead-end area.

## 17. Ups and Downs



Take staircase J to each G3, then work your way to staircase L in G2. While standing on the bridge or lowered blue barricade, shoot the orb down in G2. After hitting that raised orb, unlock the block, then go to G1.

## 18. Boss Key



From the first floor in B8, you must push all eight statues onto the tiles. There's no pattern to follow, but the trick is that all statues of the same color will move when you push one of them. Use the chest to block them in.

## 9. Four Pressing Situations



The Case of Somalia is ready for popping down buttons. In each G4, push each statue onto one of the four buttons, then use the chest to create a block on top of the left or bottom button. You'll win a key when all four buttons are pressed.

## 11. Is the Deck



From F11 to an orb that the rotating bridge is available. In the Case of Somalia to create a block, then push it in front of you so you can get out what the path is, or a path that the bridge is, and when you see the key.

## 13. Shoot the Orb



Fire your Good Shooting at the orb in F10 to create the red barricade. Then push it up to lower the blue barrier. Walk across it, then go through the cave and back to being to B1.

## 15. Playing Fetch



Remove your statue to B5, and make sure you hit the orb to deactivate the blue barrier before leaving F10. From F5, go north then east to reach the Statue of Somalia. Pick up the key and go through the cave to the back of Somalia.

## The Best of the Series



Big purple block Sway will tell you exactly about that will create around the block for solutions. If the key doesn't collide with an obstacle, they'll return Sway.



In the last levels you play against Sway, from Case of Somalia. Look in the way clearly path to, remove them so they collide.



Only when you've got one of all the little blocks to create into Sway will you be able to turn the wheel. Use your sword to defeat the big sword.

# Oracle of Seasons

Show this month's Oracle of Ages strategy guide friends with the via its fifth dungeon, but only if you're Oracle of Seasons half of the duo. Only you'll get the Oracle of Seasons, leading you white Mt. Snow on a rainy day, Link's journey now comes in Unicorn's Cave.

## Unicorn's Cave

With the power of a season added to the Rod of Seasons, you'll be able to enter Unicorn's Cave. If it's any season other than fall, you won't be able to reach the fifth dungeon in Oracle of Seasons.



UNICORN'S CAVE: 1ST FLOOR



### Taking a Fall



While perched atop the eastmost stump on the north pier of Epeleed Lake, change the season to winter. When all the leaves are brown, head east and place the ripened mushrooms to enter Unicorn's Cave.

### 1. On the Left Track



After entering, make a backflip to E7, then east right to D7, board the cart on the left. As you climb down the track, take a swivel of the lever to D8 to rotate your cart to D6. Visit E3 and trade the block to its right to someone in your bank, which you'll see later.

### 2. On the Right Track



Board the cart on the right to E7, then E1 the lever while riding through D6 so you'll end up to D5. Open the chest to add a key to your inventory, then rotate your cart using the lever to D6 so you can climb to E1 and head down staircase A.

### 3. Passage to the Map



Staircase A leads to a trough. Cross the passage by reading the booklets and using the Throgs into leading so you can use them as a stepping-stone. When you emerge in C1, go east to D3. Subject to the means to use the map.

### 4. Magnetic Gloves



Backtrack to C2, then work your way to A2, where you'll find the Magnetic Gloves inside a chest. Slip them on, then use them to reposition the metal ball on top of the large flat opening the room's east door.

### 6. Feeding the Puff



After winning the key from A4, try the Magnetic Gloves on the side and use them to move the Puff that blocks the exit to B3. Go to A2, then walk against the flow of the shifting floor to stay on track so you can reach the chest.

### 5. Monumental Tasks



The handle is the side-scrolling tunnel to reach ladder C in C4, push the east statue to the west statue that opens in conjunction with it leads to the button in B6, open the chest in the window in which you started the statue.

### 7. Coming Attractions



The gloves can attract or repel metallic objects marked with the letter N or S. An "S" eye-liner sits across the top in B6. Stand on the tile, then set your gloves to "M" and let the magnetic force pull you across to give you reach a key.

## 8. Two More Keys



Enlarge from the screen A to enter E. Use the glove to grab the key, then use it on another key. Take G's sword, take to C8. Use the glove to spin yourself to and away from the floating spines.

## 10. Great Balls of Fire



Enter E4 from F4 and use the glove to reposition the ball so it blocks the doorway. Use Circle to roll to F5 and use it again to push the ball you summoned in step 8. Place the ball on the floor between the E4 from the north.

## 12. Total Attraction



With the Bomb Arrows and the block in F5, use the Magna-Glove to cross the stream. Use the sword to cut the wire that prevents you from going across the pipe in E3.

## 9. Crouching Tiger



Use one of your keys to unlock F4, where a tiger is sleeping. Try to catch the tiger by its tail. When he wakes up, follow the cat into a hole you see, and you'll see the inevitable, when he's behind you.

## 11. Magnetic Fields



Approach the ball using the glove. Use the pipe above a hole of you to shoot yourself from the shooting fire. Enter E3, then go down a few stairs. In the lower E, use magnetism to catch the tiger and reach the Tiger Key.

## The Bat Tile with Duplicator



Approach the glove, spread it out, and use the Magna-Glove to direct the ball into your stream. Use the bat tile to split into three crystals. Use the ball to your toward to fight them off.

## The Iron Shield

Handy and intricate, the Magna-Glove from Unseen Cove will help you get your hands on the Red Ore and Blue Ore you'll need to craft the Iron Shield. Boost your protection by following the steps below.



### Red Ore



Find the Red Ore by climbing the island and using Eye-Ball Lake. When you emerge in Salazaar, climb down the path, but don't be surprised when you see the Magna-Glove to cross the pipe. Take the ore.

### Blue Ore



To unearth the Blue Ore, drop off the cliff in northern Salazaar that is the left of Moon's Spring. Be sure to use the Magna-Glove. Jump and fly across the hole. Use the ore.

### Hard Ore



When you emerge in Salazaar from Eye-Ball Lake, you'll see a hole in the ground north of the Great Furnace. If you take the Red Ore and Blue Ore to that hot spot, the Salazoons will melt the rocks into Hard Ore.

### Iron Shield



With the Red Ore and Blue Ore taken care of, head to the Salazaar Smithy. If you tell the smithy to "Craft the Iron Shield," he'll eventually create the shield. Use the Iron Shield in a sturdy relation point for your warrior. Mission Start!



## The Noble Sword

If you're going to upgrade to a leveled Iron Shield, you might as well have a matching sword to match it. The trading sequence below will allow you on your way to earn the Level 2 Noble Sword.

### Library Lighting



Check out the library in the north of the Main Way lands; the book worms within it won't be bright, so shed some light on the situation by tossing an Ember Seed into the wall's crack. In return, he'll give you the Corcodon.

### Witch Hunt



Wipe the witch perfume from the witch. Play on her broom at various locations through the Hallowmere. If you happen to bump into her while you have the Iron Lion Egg in your inventory, she'll trade you her (Slightly) Egg.

### Love Is Good Food



It cooks in one of Subania's whimsy needs a container for cooking, and the Iron Pot will do just the trick. Give the Iron Pot to the do-gooder chef, who'll reward you up a stronger level of Lomo Soap.

### Something Fisky at Igo's House



Igo in Sockan City has gifted his house with a vase, and the Green Vase is perfect for his collection. He'll do anything to earn your coin—including skipping his favored dinner. If you give him the vase, you'll read in his Fish.

### Fungi from a Sleeping Guy



A man snoozes in the west corner at the foot of the Mt. Gumbo (BT) when a blue toadp perchles. Give the beery sleeper a waker up with the Mooglestone to earn his Moogleton.

### A Slick Exchange



Spend some time with the clockmaker at his Harna Village Clock Shop. The man will pay you gold for your Wooden Bell. Trade it to his Woodpecker to receive the clockmaker's Lume Green.

### Poultry in Motion



Deliver the Gaccocin to the farmer; the flock'll get confused by the intense fall of corno chickens. As thanks, Mafu will shed out something in nature—4 Iron Lion Egg.

### Spool Swamp Swap



Take Mafu's Ghastly Doll to Spool Swamp and visit Mrs. Bee's Wife. If you find the creepy toy in the bogwater after two seasons, she'll give you her Iron Pot. Make the trade, then go before ground to Salsoria.

### A Little Soap for Biggoron



The great demon who visits our Goron Mountain in north Hallowmere has a mighty hot cold. Help relieve Biggoron by giving him the Lomo Soap. Just starting at the Salsoria we customarily, will earn you the Green Vase.

### Here, Kitty-Kitty!



In North Wines, just east of Igo's in Igo, a new path through a Mooglestone is laid to rest. Only your Fish can lure the cat down from the tree, so give it to the cat hunter, who'll give you his Mooglestone in exchange.

### Syrup's Potion Shop



In the winter, you'll be able to enter Syrup's Potion Shop in Sockan City. Despite the cold weather, you'll get a warm reception from the witch. If you trade her the Mooglestone for her Wooden Bell.

### Grooming up His Daily Grind



Head over from Harna Village to visit the barber-groomer by the waterfall. Since his appointment needs a good lube job, give him the Eagle's Claw. He'll pay you a regular Phoenix rick from the Iron Lion Pot.



## The Last Woods

To reach the Noble Sword and to reach the sixth dungeon—*The Ancient Rules*—you must explore the Last Woods. You'll need a map to get there, and you'll be busy doing other shopping.

### Member's Card



Wary to Selenia and enter the shop. Membership has its privileges, so invest in your Member's Card. If you don't have the Five Star Charms to buy it, try second chances to beat the levels.

### Behind the Shop Counter



If you don't have a Member's Card to use in the Level 10 shop, let it let you walk behind the counter to enter the store's hidden inventory. Download it, look over 200 papers to purchase the Secret Map.

### X-Shaped Jewel



The map shows the locations of the four jewels that unlock the X-Shaped Jewel at the forest's end of Forest Village. Light the torch, gains the hidden One Star Mystery Seed in the question mark rock.

### Get the Round Jewel



Swim southwest a mile, entrance to Garden From Outside. Enter the cave, then talk to the guard. As long as you have the Entrance of Time Last Two days, he'll give you the Round Jewel.

### Square Jewel



You can obtain the Square Jewel at Stone System only in the Western Province the enemy system, then drop a bomb at the cracked wall that conceals a cave. Watch the first cutscene. It's all in 50 receive your prize.

### Pyramid Jewel



Take a dive in the deep water near the entrance to Drowning Grace Dungeon. Swim through the waterway to get to the Pyramid Jewel—the South from you'll need to look to the Last Woods.

### Unlocking the Gate



The four jewels act as keys that unlock the hidden northwest of the Province Tree in Snowy. Place each jewel in its appropriate slot to open the gate.

### From Summer to Winter



At level 10 you enter the gate, automatic entrance, climb the vine, go west, then drop off the ledge to push a stone. To take the stone you've measured, return to the appropriate map and remove weight.

### Crossing the Pond in Autumn



By gaining the status with the key, you'll be able to use the water stopping. Use what the water flows out, then use the key to defeat the area, then cross the pond east and go downstairs for directions to the next.



Now the Last Woods, defeat the level. Get a Stone's attack, then play your Phoenix to see how you can hear the directions for always eating the Last Woods. If you follow his advice, you'll finally reach the Noble Sword.

### Entering the Ancient Rules



Once you're left the Last Woods, remove weight, cross the mountain to reach the top of the cliff. Move the statue, then drop off the ledge. Use the Hammer in the spring to put back up on the ledge, and reach the sixth dungeon's entrance.

## As Time Goes By

Doing double-duty in two separate games, Link has finally completed the fifth dungeon in both *Inside of Ages* and *Outside of Seasons*. Each game boasts eight dungeons, and you'll have far more adventuring to do than just exploring the classic remaking dungeons in both games. Finish one game so you can win a password. If you start the other game using that password, you'll unlock additional areas and mysteries that'll keep you busy all season...and for many ages. **T**



Keen's on the Case,  
Making Outer Space Safe!



# COMMANDER KEEN

To the kids at school, you're Billy Blaze.  
To alien enemies in the galaxy, you're  
super hero Commander Keen! Your mission:  
Face off against intergalactic creatures, find the  
Plasma Crystals and save humanity—it's all in a day's work.



Get down and dirty as you get  
a whole lot of action and strategy  
gameplay with a variety of  
Neutral Ray Blasters.



Capture those space-weeds filled  
with toxic alien pits, magical  
traps and special objectives.



Solve cryptic puzzles, uncover  
clues and find special items that  
unlock secret areas. Clues from  
three different pH levels, each  
with its own proprietary objectives.



From the  
game masterminds  
at **id Software™**



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# Pokécenter

## Item Finder

Some of the coolest, not to mention the most asked-about, new things in Gold and Silver are the great items available for your Pokémon to use in and out of battle. Pokémon Trainers from all over have been asking the Pokécenter for the locations of many different items, so we've put together a chart

featuring the items you've asked about most often. When reading the chart, keep in mind that Pokémon aren't always holding items, so you may have to catch quite a few to pick up the item you want. Wild Pokémon in Gold and Silver rarely have items, but with patience, you'll get them!

ITEM	BENEFIT	HOW YOU FIND IT
Berserk Gene	Increases Attack, Defense, Speed, and Special Attack.	Look at the water near the guy with the Item Finder in Cianwood City.
Black Belt	Increases Defense.	Talk to Wesley on Wednesday at the Lake of Rage.
Bright Powder	Increases Speed.	Trade a Mawtwo, Arbuzon, Zaplow or Molzee from Red, Blue or Yellow to Gold or Silver.
Gold Berry	Increases Attack.	Trade a Digtrio or Waggybutt from Red, Blue or Yellow to Gold or Silver, catch a Furret in Gold or Silver, Mystery-Gifts (rare), or win 3rd Prize in the Bug-Catching Contest.
Gold Trophy	Increases Defense.	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Gorgeous Box inside the Gold Trophy, which you can set up in your room.
Steel Stone	Increases Defense.	Talk to Arthur on Tuesday on Route 56.
Lucky Egg	Increases Speed.	Catch a Chansey in Gold or Silver.
Magnet	Increases Defense.	Talk to Sunny on Sunday at Route 37.
Mythic Water	Increases Defense.	Surf to the left of Orangegrove City to talk to the fisherman on the island.
Pink Bow	Increases Defense.	Talk to Tuscany on Tuesday on Route 29 or talk to DJ Mary after you save the Goldenrod Radio Station.
Reunion Barb	Increases Defense.	Talk to Prada on Friday on Route 32 or Catch a Beautifly in Gold or Silver.
Scope Lens	Increases Defense.	Mystery-Gifts (very rare).
Sharp Desk	Increases Defense.	Talk to Monica on Monday on Route 40 or Catch a Doolio or Fearow in Gold or Silver.
Silver Powder	Increases Defense.	Catch a Bubblefree in Gold or Silver.
Silver Trophy	Increases Defense.	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Normal Box inside the Silver Trophy, which you can set up in your room.
Spiff Tag	Increases Defense.	Talk to Sammie on Saturday in Blackthorn City or catch a Misdreavus in Gold or Silver.
Twisted Spoon	Increases Defense.	Trade a wild Kadabra from Yellow to Gold or Silver.

# Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

**Q:** How many Steel-type Pokémon are there?

**A:** There are a handful of Steel-types in Gold and Silver: Steelix, Forretress, Scissor, Magnemite, Magneton and Skarmory. As far as we know, there are no pure Steel-types.

**Q:** What does the Berserk Gene do?

**A:** When the held item Berserk Gene activates, it raises a Pokémon's Attack by two levels, but it also confuses the Pokémon.

**Q:** What can I do with Gold Leaf and Silver Leaf?

**A:** You can sell either at a Poké Mart to make a little extra money.

**Q:** Can I really get a Virtual Boy for my room in New Bark Town?

**A:** Yes, you can—but it's rare. Try Mystery Gifting with many people or with Pokémon Stadium 2. If you luck out, you will get the elusive Virtual Boy.

**Q:** What's the point of all this mail I keep getting when I Mystery-Gift with my friends?

**A:** The mail is a way to send messages to your friends. You can type a message on the mail then give it to a Pokémon to hold. Trade that Pokémon to a friend to deliver the message. You can print out mail if you have the Game Boy Printer.



**Q:** I heard that not all of the Pokémon we see in Pokémon Stadium 2! Why aren't they there?

**A:** Don't worry, all the Pokémon appear in Pokémon Stadium 2. You can't rent Mewtwo, Lugia or Ho-oh, which may lead to some confusion. You can rent Mew and Cobi, but not for every battle.

**Q:** Why are some of the Jigglypuff wearing bows in Super Smash Bros.?

**A:** The Jigglypuff come in different colors and some have bows to differentiate between multiple Jigglypuff, if more than one person chooses to play as the salmon-colored slugger. Another good question would be, what's with the bows on the alternate Pleads? They're totally silly.

**Q:** Where in Gold and Silver can I get the Super Rod?

**A:** When you make it to Route 32 at Kanto, talk to the man in the cabin. He will give you the Super Rod.

**Q:** What do I do with the Shuckle the Trainer in Clearwood asked me to hold for him?

**A:** You can train it and make it like you by giving it items, keeping it healthy, using it in battle, having it growed and keeping it in your party. If it grows to like you, the Trainer will give it to you to keep. If it doesn't like you, the Trainer will ask for it back.

**Q:** How do I get my Pokémon groomed?

**A:** There are two places to take your Pokémon for a little pampering. The barbers' table in Goldenrod City's Underground is one destination—only one barber will be there at a time, and the older and more expensive barber brother is the better one. Neither brother is in on Mondays. The other place to go is Blue's House in Pallet Town. Much sister, Daisy, will groom your Pokémon free of charge if you visit her between 3 p.m. and 4 p.m. any day of the week.



# Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



## How do I ride the S.S. Aqua?

Elm here! I have the ticket you'll need to set sail, but I won't give it to you until you've defeated the Elite Four. Visit me in New Bark Town once the Four are finished, then go to Olivine City's dock (directly under the Pokémon Mart) to find the S.S. Aqua. Once on board the boat, make sure you visit all of the rooms and locate the missing little girl—if you don't, your boat ride will never end! If you want to sail again, remember that after your first trip, the S.S. Aqua sails from Olivine on Mondays and Fridays and from Vermilion on Wednesdays and Sundays.



The S.S. Aqua is waiting in Olivine City's port.



Talk to anyone onboard the ship to finish the journey.

## How do I earn the Doduo and Dodrio Game Boys?

In Pokémon Stadium 2, you usually have two Doduo and Dodrio Game Boys to unlock if you want to play your Pokémon Games much faster than normal. In Round 1, you can win the Doduo Game Boy that allows you to play Red, Blue or Yellow at double speed by finishing either the Gym Leader Castle or all four Cups. Finish both to win the Dodrio Game Boy, which allows you to play those three games at four times the normal speed. You have to do the same things in Round 2 to open the double speed Doduo Game Boy and the triple-speed Dodrio Game Boy, which let you play Gold and Silver much faster than normal. It's very hard, obviously, to defeat both the Gym Leader Castle and all four Cups in Round 2. Good luck!



Finish Round 1 Castle and Cups to earn the Doduo GB for Red, Blue and Yellow.



Finish the Cups and Castle in Round 2 to earn the Dodrio GB for Gold and Silver.

## What does each Berry do?

The Berries you find around in the grass and receive through Mystery Gift are very helpful, and they do very different things. Berries restore 10 HP. Mint Berries wake sleeping Pokémon. Ice Berries heal burns. Bitter Berries cure confused Pokémon. Poison Berries cure paralysis. Poison Berries heal poisoned Pokémon. Gold Berries restore 30 HP. Bunch Berries throw frozen Pokémon. Miracle Berries cure any condition like paralysis or sleep. Mystery Berries restore 27.



A Miracle Berry can fix all sorts of problems.



Gold Berries are useful, especially to low-level instances.

## How do I get Pikachu to the Treasure Hunt in Hey You, Pikachu?!

Enter The Piffaro Party from Pikachu's Play Days. Unless you're really lucky, you'll need to practice a bit to figure out how to get Pikachu to move in the right direction. Try saying the names of the Pokémon in the direction you want Pikachu to move as if saying it to "go right," "go left" or "back up" or saying "wrong way" isn't working for you. If you can hit bunches of Piffaro, you'll be allowed to stay overnight on the beach. Before you sleep, get Pikachu to shock the bothersome Eezeezer that sneaks over to scare you and your electric pal. In the morning, a Lapras will arrive at the edge of the water to take you and Pikachu to a fantastic island with plenty of buried treasure. Coax Pikachu over to you then get it to open up the treasure chests to see what's inside. Pikachu will be very happy if you find lots of treasure.



Do well playing the Piffaro Party to earn the right to stay overnight at the campsite.



Finding treasure is extremely fun—Pikachu will be pleased to hunt with you.

# Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.



Canadian Trainer KJ Paresse thinks that many old TMs from Red, Blue and Yellow, like Fissure and Ice Beam, are great additions to Gold and Silver teams. You can teach old TMs that weren't available in Gold and Silver to Pokémon you caught and raised in Gold and Silver. Just trade any of the original 151 Pokémon back at Red, Blue or Yellow and teach them the TM. You won't be able to trade your Pokémon to Red, Blue or Yellow if it knows any of the new moves from Gold and Silver.

## Scizor



Item	Metal Coat
Slash Steel Wing Double Team Safeguard	

## Xatu



Item	Slazy Skull
Drill Peck Night Shade Psychic Steel Wing	

## Espeon



Item	Scope Lens
Psychic Return Iron Tail Morning Sun	

## Poliwrath



Item	Quick Claw
Mind Reader Blizzard Fissure Submission	

## Blissey



Item	Focus Band
Ice Beam Reflect Shadow Ball Softboiled	

## Persian



Item	Power Band
Slash Hyperbole Thunderbolt Dream Eater	

KJ defies anyone to find a problem with the Mind Reader/Fissure combo. We certainly don't have a problem with the terrifying combo, which makes Fissure's one-hit KO's a sure thing on the second turn. That's downright devastating! If you're faced with a Trainer like KJ who uses the Mind Reader/Fissure combo, you can avoid the attack. Try using Protect or Endure (as long as you're attacking first) to keep yourself safe from Fissure, or switch to a Flying-type Pokémon or a Pokémon at a higher level than the Pokémon using Fissure, both of which will be unaffected by the move. Remember that in Gold and Silver, Fissure will hit even Pokémon using Dig. A handful of Pokémon can naturally have Mind Reader (Arzuno, Poliwag and evolutions and Tyrogue and evolutions), but only one Pokémon can naturally have Morning Sun—and that's Espeon, who learns it at level 31. Morning Sun usually restores half of Espeon's HP, but certain situations can alter Morning Sun's effectiveness. We're sure KJ knows that a Pokémon uses Sunny Day, Morning Sun will restore all of Espeon's health. If Rain Dance or Sandstorm is in effect, however, Morning Sun will restore only a quarter of Espeon's HP.

EVN	FOCUS BAND
NOVE	TACKLE
	HP 100/100
	PP 40/40
	COULDR
	DR 20/100
	STRONGH
	SP 35/35

EVN	EXP. SHARE
NOVE	HYPERBOL
	HP 100/100
	PP 40/40
	PSYCHIC
	DR 40/40
	SLTTE
	PP 40/40
	GRON
	DR 40/40

Focus Band is a good item to use in battles because it might help you hang on for another turn and change to attack. You can pick up a Focus Band in the Fighting Dojo in Saffron City if you'd like another; you'll have to restart your game and return to Saffron

City again then, since trainers spend so much time making their Evolve like them to get them to evolve in to Espeon, they might as well equip the Pokémon with Return, which is much more powerful when the Pokémon using it has its Trainer.

# Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

## Pokécrafts

Pokémon fans are very creative, and from time to time we receive pictures of some of their amazing arts and crafts. This month, several readers sent in some really cool stuff, from costumes to figurines. If you'd like to see your handiwork featured in a future issue of Nintendo Power, be sure to send snapshots to the address below. We won't be able to return any photos, artwork or other items, so make sure you keep a copy for yourself!



Kerstin Kagawa and her room, Maylene, are very talented Pokécrafters. They call her out on the beautiful Butterfree costume when they couldn't find one in the stores. Kerstin thought that Raichu would make a great pick-a-lanta-in—and she was right!



Poliwhirl is an adorable Jigglypuff out of city. The little pink Pokémon has never looked better, has it?



Lara and Scott Babbok worked with their room, Lani's, to make a whole lot of Pokémon out of golf balls, pipe cleaners and scarred odds and ends. Just imagine how impressed everyone is that local golf course must be when they let off!



Metardo (an Andrew Frasco) found a Mega-Ball into a Polite Ball for his job for Friday. Maybe you can predict who's going to win a Pokémon battle!

For more Pokémon news, be sure to check out [pokemon.com](http://pokemon.com)!

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# PITFALL



## THE MAYAN ADVENTURE

### PITFALL IN YOUR PALM

The original *Mayan Adventure* was released in the mid-'90s as a thrilling 10-bit side-scroller for the Super NES. Thanks to the powerful CPU and impressive color palette of the Game Boy Advance, the portable version is just as amazing.

#### Not Your Daddy's Pitfall

Pitfall Harry became a legend by swinging from vines, dodging scorpions and jumping over logs. If only it was still that easy. To survive the modern video jungle, you need the body of an Olympian and the aerial skills of an acrobat.

#### Bouncing



Harry has a blast bouncing on jungle vines. In *Pitfall*, a vine has a spring you'll watch him flip, fall and spin through the game.

#### Springing



There must be some hefty spiders in the region, because Harry can use their webs as trampolines and soar through the air.

#### Crawling



Drop down on the Control Pad while pressing the jump button to drop to your stomach. Tap the jump button again to return to your feet.

#### Swinging/Climbing



Now don't get too cocky. Unlike some skills are still essential: Harry will grab onto vines and ropes automatically. He can also use his weapons while climbing.

#### Ziping



#### Pushing/Pulling



#### Creeching



One of the most exciting features of the game is when Harry grabs onto a vine and zooms across the screen at break-neck speed.

Harry can show off his strength by pushing over tall of coal and dinosaurs that he has seen by using these two shortcuts.

When you see a log, Harry can cut it in half. The Golden Mace and use a chain, a vine or even a snake to swing from log to log.

#### Pushing/Pulling



In certain areas, pulling or a lever will reveal a new path. You can also walk through doors and other openings to advance to other areas.



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## Mayan Artifacts

Pitfall Harry kept a detailed journal describing the various weapons and treasures that can be found in the Mayan ruins.

Junior starts the game armed with a slingshot, but in order to survive, he'll need to uncover other helpful items.

# Slingshot



### Bannarang

Press L to throw this weapon. It can deliver a powerful blow, but must be retrieved after each use.



### Sling Stones

These bags can be found all over the Mayan territory and contain stones for Harry's slingshot.



### Exploding Stones

These sacred stones with magical properties can destroy most enemies on contact. They are rare, so use them only in dire situations.

# Slingshot



### Sacred Heart

This spiritual heart was sent down by a Mayan god and can restore health to the one who recovers it.



### Time Keeper

Time is too precious a thing to waste, especially when you're in a rush. Find this item and freeze time.



### Rain Stones

These ancient totems spell out the word "Pitfall," but they are deeply hidden. Try to discover them.



### Golden Idol

Possibly the most valuable Mayan artifact, this relic item will grant its lucky finder another life.



### Mayan Chili Pepper

It may burn going down, but the increased running and jumping abilities it grants you make it well worth the pain.



### Treasure Pieces

Collect as many valuable treasures as possible. Every fifty points will earn you another costume.

## Deep into the Ceiba Jungle

Pitfall Harry and his eager son were enjoying a casual outing at the Mayan ruins when the elder explorer was kidnapped by a

warrior spirit. Junior must now set off on a rescue mission, starting in the Ceiba Jungle, where sand pits and wild animals await.

### Stickle Steer



Take an immediate left at the start of the game to collect a large bag full of Sling Stones.

### Quick Sand



One step into the sand traps will end your life, so watch for the pits to close and then run across.

### Born of a Bear



After the third sand pit, a lumbering bear will come charging toward you, so be ready to jump.

### Monkey Business



The monkeys may appear harmless, but they enjoy throwing objects. Eject one from your whip.

### Exploding Stones



Track down the blue, glowing, exploding stone at the top of the jungle canopy, near the northwest corner.

### Zipper Workout



Jump toward a rope and Harry will hang on with one hand. Based on how you push the Control Pad, he will either climb up or slide down.

### Up, Up and Away



Utilizing the bungee cords to spring into the sky takes perfect timing. Well-timed Harry surely reaches the top and then jumps.

### Watch That Tree



Grab onto the zip line and fly across, but don't pull a George-of-the-Jungle. Jump off to land you crash into the thick forest.

### Back Track for Mol



Use the web to reach the top of the tree, but before entering the cave, go back and feed an extra life above the zip line.

### Geotek Chatter



The simplest way to defeat the alien tal is to stand your ground and pelt him repeatedly with stones. Don't bother jumping.

## Xibalba Falls

While the jungle tested Harry's climbing and swinging skills, the falls will try his leaping and navigating abilities. Luckily,

we've included a handy map of the complex area. The objective is to reach the top, but you'll do so in an indirect way.

# Xibalba Falls



### 1 Leap of Faith



Use the map on the left to navigate, and you won't have to worry about jumping into the abyss.

### 2 Grab a Golden Idol



Make four jumps and catch the first rope up to the ledge. Then leap across to the middle of the hole and jump a last time to collect the idol. Extra lives are incredibly valuable in this 42-hour game, so be sure to get as many as possible.

### 3 Mosquito Coast



The enormous flying bugs can cause major damage, and they reappear in the same spot over and over.

### 4 Wild Ride to Another Idol



Find the log's end on the left, stand at it, drop down and you'll land on a spring. Grab the idol after being launched into the air. Jump to the lowest ledge of the bottom of the stream and bounce back up.

### 5 Time is on Your Side



Touch the hourglass on ledge #3 and freeze the baddie's movements for a few seconds.

### 6 Long Way Up



Slowly work your way to the top of the hole. Patient timing and patience are key in this tricky level.

### 7 Yet Another Idol



**NP:** The third idol can be tough to find, so log onto [nintendo.com](http://nintendo.com) for more details.

## Tactical Tips

Don't ask how you came from the top of the falls to the bottom of the mines, just accept that it happened. Prepare to fight off

attacking bats and ride speedy cool cats. There's even a conveyor time warp to the next level, the Lost City of Copan.

### Hidden Treasures



Head left and slide down the rope. You can collect hidden treasures, but you'll have to deal with some annoying one-liners.

### Cave Hunting



The first cave beneath the tracks contains lots of goodies, including valuable treasures and another precious extra life.

### Push the Car



Press against the coal car to move it forward. You'll need to use the cart as a stepping stool to reach the upper tracks.

### Lost Valuables



The treasure-chest caverns are loaded with tiny little treasures. Explore the mine's tracks, both above and below the tracks.

### Concealed Rays



Some rays are blocked by the dark walls of the hollow mine and aren't visible. Jump around to uncover well-camouflaged climbing apparatuses.

### Making a Blast



Blow the barrels to create an enormous explosion, but be sure to fly so far in distance. The blasts will reveal secret rooms containing valuable items, including the last extra life.

### Pull and Exit



Flip the lever and make your way back toward the start of the level to find your way out of the gloomy stone-walled mine.

## Lost City of Copan

Although the ancient Mayan Empire has been decaying for centuries, it still has plenty of inhabitants, such as pesky ninjas and

evil undead skeletons. You will constantly be under attack, so stay alert and make use of all your weapons.

### Tip of the Tongue



Jump into the protruding rock and they will fly you high into the air. Use them to launch toward the top of the level.

### If Walls Could Talk



Watch out for those Maya skeletons on the walls; they are as real as they seem. Try to destroy them from a distance.

### More Secrets



Be sure to enter all the passageways you find. One will lead to a room filled with treasures and the second rain store.

### Battling Bones



The skeletons in the Lost City are tired of reading lectures. They've decided to move over and battle my unwashed student.

### Get Down and Dirty



Hit the deck and squirm through the narrow opening at the top of the building. Watchful thorns will be waiting for you.

## Copan Temple

Junio is about to get a history lesson on the dangers of ancient Mayan temples. Legend has it that nobody has ever come out of

the Copan Temple alive—not surprising, since it is loaded with evil spirits and lots of fire.

### Pottery Smash



Crack your whip or throw stones at the ancient ceramic objects and watch them break into pieces.

### Fireproof Walk



The temple is constantly ablaze. It's amazing the place hasn't burned to the ground!

### Geoglyphs



Don't get too close to any geoglyphs or ornamental stone figures. They will come to life and attack.

### Spirits of Chaos



These spirits were followers of Chaac, the Maya god of rain. They have a strong aversion of flames.

### Great Balls of Fire



Don't get burned by the floating balls of fire. The best thing is no water nearby.

## Ekamul Rain Forest

Harry may feel relieved once he's left the burning Copan Temple and entered the lush rain forest—but he won't find that way

for long. Large tar pits, poisonous snakes and dart-shooting pods are hidden amongst the thick foliage of the vast woodland.

### Tar-Ian



Do your Tarzan act and avoid the gooey tar pits by swinging from vines. Watch out for the dart-shooting pods below.

### Springing Snail



To reach the upper areas of the forest, send yourself bouncing into the air by jumping onto tree stumps and prancing down.

### Slithered Snaker



Use large snakes can be used as ropes. Be sure to cut the connections with a few cracks of your whip before grabbing onto them.

### Coin Collection



Ziping along vines results in a great adrenaline rush. In addition, you'll collect a number of coins along the way.

### Stumped



To reach the stump late in the level, you'll need to swing from a vine and land behind the tree. Then jump up onto the stump.

## The Fun Has Only Begun

Harry's adventure is far from over. Several challenging lands lie ahead, including a lagoon filled with hungry crocodiles, another mine with fast-moving trucks, and a temple packed with the most evil spirits in the region. Sounds like fun, right?

### Yaxchilan Lagoon



### Balanq'archi Mine



### Tikal Ruins and Temple



## THE TRADITION CONTINUES

After failing to collect the ancient Mayan jewels getting nabbed by the evil spirit warrior Zaxelob, and forcing Junio to attempt a deadly rescue mission, it's safe to say that Pitfall Harry's return to exploration hasn't gone as planned. But with his daring son on the job, don't be surprised if he makes it out alive. For the time being, this portable Pitfall cascade will keep Harry's fans well entertained. **T**

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Next time someone tells you to grove back-bone, remind them that Jim never needed one. His spinal attachments let him hang from wires and other objects by his head. You can also use his rogeen-like helicopter to slip falls and land with precision landings.



## Revited

You'll find helpful items, such as Atomic Energy and Mega Plasma. It's easy to forget the game—but many are hidden far off the beaten path. Item quantity will vary depending on which of the three difficulty settings you choose.



## Whip It Good

Use Jim's body as a whip by grasping either the L or R Button. Since you have limited Plasma Gun ammunition, the whip is useful for taking out slower enemies. You can also use it to swing from certain objects, like stuffed mouse traps.

# SNAP INTO ACTION

Use the first level to get used to the game play, especially how to control your whip and the nuances of your jumping ability. Note that Jim can grab onto ledges and pull himself up and also climb certain surfaces.



## New Junk City

Though the levels are fairly linear, you'll often have to perform an action that affects the story's progression down the road. In the first level, New Junk City, you must shoot an air-tractor so it falls onto a spaceport and launches a cow into space.



## The Monster Mash

Enemies will usually attack in groups, so you'll need to determine which belongs to the most dangerous and track that one first. Use your powerful whip attack on slow-moving badies, but finish off the speedy ones first with a plasma blast or two.



## Spare Parts

Your first boss battle pits you against Spore Parts, a sticky complement of old tires and garbage cans. Use your blaster and pay attention to its feet—garbage will fall on you every other time it stomps the ground. Jump over it when it charges, and keep firing until it turns around.



## Up Chuck

The second boss is a frog-biting fellow named Chuck. Use the blaster to shoot boxes off a ledge so they hit a spring and rebound into Chuck. Once he begins to move, you must time your box launches carefully. Stand under him to avoid the frogs.



## Andy Asteroids

After each level, you'll engage in a race against the nefarious Psy-Crow Pilot vs. Asteroid Shields to protect yourself from the tons Shields will avalanche with the L and R buttons. If you lose the race, you must fight and defeat Psy-Crow before advancing further.



## Warp Speed, Jim

As you travel through space, try to grab the red and blue Atomic Accelerator Doodles, which will rocket you forward at a tremendous initial speed. You're invincible while accelerated, so use the time to pick up items and sidestep Psy-Crow off-course.



## Eating Crow

When fighting Psy-Crow, stand in the middle of the screen and use the blaster to snare a fly, then hit him with your whip. You must whip him several times to defeat him. The black bird is a tough cookie, so try to avoid the battle by wearing the Anty-Asteroid goggles.



## Go to Heck

The second level, What the Heck?, is a mostly-linear one. When the Heck?, a mostly-named mouse'll give rocks and dead birds if you ate garbage canisters, jump and look for high platforms or wires to grab. Watch out for floating enemies that land into the background.



## Precious Jewels

To ride the green jewels found in What the Heck?, jump on top of them and keep running. They spin as they move around, so if you don't keep moving they will slow you off. When you encounter a spiked gear, whip the nearby gearworks to spin it, then hurry through before it closes.

## To Be Continued

YOU HAVE EARNED  
A  
CONTINUE

You begin with five continues and five lives, and you can earn more by collecting 100 of Jim's Junk. If you earn a continue, you'll be sent to your last well-lit save location. To continue a save location, touch the word "Continue" when you see it.



## KARTS ON THE GO

Racing fans the world over can rejoice as Nintendo throws its newest GBA title into the kart racing ring. Though it has a large variety of racing modes and options, what really sets Nintendo Krazy Racers apart are the drivers themselves. Eight characters from Nintendo games of yore make appearances, including Goemon and the Legend of the Mystical Ninja's Goemon and the Ninja from the Metal Gear series. A deep multiplayer mode and the very enjoyable Mini-Battle games Chicken and Bomb Chase round out the PK.



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## DAYS OF THUNDER

Before you start tearing up the track, take a quick tour and see what Nintendo Krazy Racers has to offer. Check out the Starter Board to see tips, hints and trivia about the game and its characters; head for the Licensing Center to take a test drive; buy items at the Store or jump right into the Grand Prix Circuit.



### Options Gallery

The Main Menu is shown to the left, and you'll find plenty there to keep you occupied. You can also save your game on the Main Menu. All information is a scrollie away to the Game Pak, which means you won't have to bother writing down a password.



### Who to Choose?

Each participant is sorted in three categories: Top Speed, Acceleration and Grip. Goemon and Pazu are the race's well-rounded drivers and good for beginners. Kart racing pros should check out the speed and power of Mew, Dracula, the Ninja and Ninja.



### Pick a Path

There are 16 different tracks to choose from, but only 10 are unlocked at the beginning of the game. You can unlock your track if you play in Time Attack, Free Race or Vs. Modes, but not if you enter the Grand Prix Championship.

## ROAD RAGE

Driving pell-mell for the checkered flag is only half the challenge. You must find and master various weapons and power-ups for maximum success. There are over 20 different items in the game, and they're all activated by pressing the L Button.



### Bag a Bell

It hangs appear on the track as Red and Blue Bells. Red Bells become additional weapons each time you pick one up, but Blue Bells are always Engine Turbo Boosters. Keep an eye out for coins, which you can use to buy items at the Shop.



### Rocket Man

The Engine Turbo Boosters are very powerful, but the effects are short-lived. If you snag one, you'll want to activate for a straightaway. Using an Engine Turbo Booster while zipping through curves is a sure-fire way to end up at the back.



### Bite By You

Blue Muzzles move in a straight line, and if they hit three times a possession. Other nasty weapons include the Scooper Drill, the Electric Battery and the Pig, which transforms all your opponents into chubby, slowing parkers.

## Drivers' Ed



Does your opponent's Grand Prix string, you must take a lesson, but before entering the next race! There are three walk items in all, and they consist of driving in, such as one driving across a set period of time or winning first place in a special contest.



## TIME ATTACK MODE

Practice beating track records in Time Attack Mode. Since you can drive around the course without any other racers, it's a great way to try out a new driver.

## FREE RUN MODE

Free Run Mode works much like Time Attack Mode, except that there are other racers and power-ups on the course. If you're having trouble with a certain track, Free Run Mode is the place to work out the kinks.

## MINI-BATTLE MODE

Take time out from your busy racing schedule to play a few relaxing rounds of Chicken or Bomb Chaser. The Mini-Battles are much more enjoyable with a second player.

### Bomb Chaser



You'll want a character with good Acceleration and Grip, so go for either Bowser or Pearly. Watch that you don't run out of gas!



### Tick Tock Tick

The clock is ticking, but don't panic. No other racers are around to witness your finishing time. Note that you won't find any bells in Time Attack Mode either—all the better to practice on.



### The Main Course

You can choose only 12 of the 18 courses in Free Run and Time Attack Modes. To practice on the remaining four tracks, you must advance to the Angry Grand Prix Cap.



### Decisions, Decisions

Bomb Chaser is modified after trip, but instead of simply chasing the next player, you stop off a bomb that's ready to explode. In Chicken, players race across a 400-meter track and try to stop as close to the finish line as possible.

### Chicken



Your kart will move autonomously, so all you need to worry about is taking risks that you can only use the brakes once.

## VS. MODE

Two players can participate in Koosami Kewey Racers—you'll need a Game Link Cable, two GBAs and two Paks. As in most kart races, multiplayer is the best aspect of the game.



### Two on a Match

To go head-to-head in a race against your friend only, select Match Race as your option. If you want computer-controlled opponents, you'll need to choose vs. Free Run Mode.



### Battle On

For a true test of skill and wit, challenge your buddy to a no-holds-barred battle mode reimagined. The rules remain the same, but you'll have to concentrate on a flash and-blast driver who can hold a grudge.



### Running Free

You'll experience all the thrills and chills of Free Run Mode, but with another player nearby to increase the challenge factor. Don't focus on collecting items as much that you lose track of the course!

## Rumors and Innendo



Check the Rumor Board often for tips, tricks and gossip about the game. Each time a new message appears, the word "New" will flash next to it. The Rumor Board is at the Main Menu. The rumor board will also tell you how to advance to the next Grand Prix level.



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## STING LIKE A BEE

No one combines hard-hitting sports action with over-the-top arcade touches like Midway, the creators of such titles as NFL Blitz and Bush 2049. Midway's latest offering is Ready 2 Rumble Boxing: Round 2, an entertaining romp around the ring. Featuring a number of play modes, including Arcade, Championship and Survival; many characters, such as Ado Thunder; and the vocal talents of Michael Buffer, Ready 2 Rumble is a must-have for any gamer who wants some portable pugilists to call his own.



## THE PRAY ON GBA

Those wishing to step into the action ring better for Arcade Mode, but players who want to move up in the rankings should pick Championship Mode. Championship Mode is no one-on-one punch, however—you'll need to train your boxer if you hope to become the king of the ring.



ADO THUNDER  
5'7" 121 LBS



VITO VALERIUS  
5'2" 100 LBS



DARIUS RIVERA  
5'9" 112 LBS



JIT "BURR" CHAN  
5'8" 140 LBS



MARIA TSA  
6'0" 200 LBS



JAMBIT BUKURO  
6'2" 231 LBS



BOB DE ROSA  
5'9" 140 LBS



JODY  
6'4" 187 LBS

### Stick and Move

Your basic attack or neutral jab uses left- and right-handed jabs, low blows and uppercuts. When on the defensive, you can block, block high or low or evade. In addition, each boxer has three combo moves that will unleash a hot flurry of hits.



### B-E-A-C-K-T-O-T-H-E-S-I-L-V-E

Deal out damage by spelling B-E-A-C-K-T-O-T-H-E-S-I-L-V-E during a match. You'll earn letters by landing solid hits or taunting an opponent. When activated, the Rumble option lets youlobber bosses with powerful blows. Spell "tambor" three times in a match to knock a fighter out of the ring.



### Options A'Plenty

Championship Mode lets you train a boxer, as well as participate in Title or Prize Fights. Title Fight wins will move you up the rankings, while Prize Fights are just for cash. You'll earn \$2,000 for a Prize Fight win, but you can lay bets on the outcome, as well.



### Pick a Pusher

Your first step is to select a fighter. Every boxer starts out with equal Strength, Speed and Stamina ratings, but they'll have a unique set of combos that you must master. You can also unlock secret characters, such as Michael Jackson and Shaquille O'Neal.



### Rumble Pad Punching

Using on the Rumble Pads will improve your fighter's Speed. The pads open up fast by 60%, and you must press the corresponding button to hit them. As you move up in rank, the pads begin to open at a faster pace. Pads fill are an easy way to level up a boxer.



### Speed Bag Bopping

A round with the Speed Bag will increase both your Strength and Speed ratings. The secret is to establish a steady rhythm, using straight punches and hooks in a left-right pattern. Knock the bag against the ceiling for a 10% bonus.



### Weight Lifting

Pump iron to level up. After some grunting and holding the A and B buttons to lift weights, you need the dumbbell indicator to tap in the middle of the green bars on either side of the center, so release when you are almost to the top of the blue bar.





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## DODGE BALL FOR ALL

Known as the sport of crazed gym teachers and playground bullies, dodge ball is now open to all thanks to Acorn's Super Dodge Ball Advance. The game is set in a future where dodge ball is the world's most popular sport. You control a hungry rookie team, but to claim the championship you must beat teams from nine countries and four superstar dream teams. All this combined with one of the best multiplayer modes of the GBA's rookie season results in a game for the ages.



## DODGE THIS

Winning requires more than strong arms and good aim—there's a hefty element of strategy involved. You must decide which team members to use, where to place them and how to use them most effectively on the court. Some teams are big and slow, while others are speedy but frail. Experiment to discover which style you like best.



### Taking a Team

Pick a team from one of ten countries, including Japan, Canada, Korea and the USA. In addition to having players with unique stats and Super Throws, every team has its own home court, which has a different background and musical theme.



### Switcheroo

You can set a team in many formations. The default puts two players toward the court's front and two toward the rear, but putting three toward the rear makes a good strategy. You can tinker with court surfaces, difficulty settings and offensive strategies.

### Duck, Catch and Throw



In a duck, press the A Button just before the ball hits your player. To catch the ball, press the B Button. Depending on how easy you want the game to be, making a throw if you get the ball while you're still on your side, unleash a quick throw to make them set rubber.



### Know Your Role

Each of your teammates is rated in 10 individual categories. Players with high Stamina make good infielders, while those with powerful Super Throws are excellent outfielders. You'll need to spend time examining team member attributes before facing other teams.



### Satellite of Love

Super Throws are the heart and soul of Super Dodge Ball Advance. The stars tosses cause multiple balls to ricochet around the screen and maximize rubber shots to drop from space. Each player has his or her own special throw.



### Dash and Bosh

The most important move in the Dash-Jump-Double-Tap the Control Pad tactic, then press the A and B Buttons simultaneously to jump. Once in the air, press B again to perform a Super Throw. Press A and B that the jumps again to pull off a Super Flip.

### Moving On Up



You can challenge teams in any order you choose, so if you want to climb the ranks quickly, cut out the number one squad right now. Your enemy as the early season's worst team (above), will track your progress and dish out words of encouraging protest.



©2001 Spike / West

## PIN TO WIN

American audiences might not know Fire Pro Wrestling, but in Japan the games have no equal. Widely considered the cream of the wrestling crop, the series boasts over 23 titles on different systems. And while it doesn't include familiar characters like The Rock or Hulk Hogan, the depth of the game is staggering. Six different modes of play, dozens of selectable rules, an exhaustive create-a-player mode and over 150 grapplers make Spike's Fire Pro Wrestling one of the biggest GBA games available.



## ON THE MAT

It's easy to become overwhelmed by Fire Pro Wrestling's mammoth slew of options: Start out with an Exhibition Match to learn the ropes, then check out the other modes once you're comfortable with the controls, which take a bit of practice.



### Modes Operandi

There are six modes of play: Exhibition, Tournament, League, Elimination, Survival and Audience. League play lets you choose up to 64 wrestlers for your team, while Audience means you gain the crowd's approval before recording a victory.



### Twist and Shout

The execution is incredibly slick-like, and characters perform moves with surprising grace. The A Button is your standard attack, the B Button is a stranger's attack and A and B together unleash a powerful special move, like spinning your opponent across the ring.



### The Bigger Brawl

Tournament's can take up to 16 different brackets. Choose a tournament, be it 8 vs 8 or tag team, you can customize it to your heart's content. You can vary the length of the match, where it takes place, who referees the contest and what music you'll hear as you brawl.



### A League of Their Own

If you desire to play with a full 64-man league, the list of match-ups isn't quite a little long. To get a taste of major league administration, set up a league with the minimum four wrestlers. All information is saved directly to the game—no passwords are required.



### Elimination Mode

Elimination mode is a hit on five battle royals that uses either a bracket or customized teams. You can play three different styles: Tournament, where winning wrestlers advance until only one team is left; League, where wrestlers fight in order of appearance; or Random.



### Camera Contortions

The camera angle takes a bit of getting used to, but after a few matches it becomes accustomed. Your fighter can climb ladders, bounce off the ropes or even leave the ring during the course of a match.



### Points for Style

To win an Audience Match, you must fight your opponent with a single fighting style. From six or 23 of various and 13 alternative styles available when choosing a wrestler, not to mention a number of special aids, but you share from only seven in Audience Match.

## Create a Combatant



We don't do anything just to list all the details of the Create-A-Wrestler Mode, but instead to say it's as detailed as any wrestling game out there. For example, there are a total of 100 plus, 341 different faces to choose from!



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## RACE THROUGH SPACE

In the distant future, Earth has been invaded by a malevolent alien force known only as the Iridion. As the pilot of an experimental intergalactic SHN-Fighter, you are humanity's last chance to eliminate the Iridion scourge once and for all. Soar through seven of the most beautiful stages you've ever seen in a game while battling wave after wave of alien lifeforms, spacecraft and bosses in a quest to save the world from extinction.



## SPEED DEMONS

Iridion 3-D is not for those who like their games to unfold at a leisurely pace—the action is fast and furious from the word go. You'll need all of your dexterity and cunning just to survive.



### Item Identification

Though you'll spend a good portion of your time dodging enemy fire, give your foes something to think about by collecting weapon upgrades. Some of the powerful blasters will cause instant damage, but don't expect near-inevitable artillery in the case of R-Type.



### Blaster Master

Your craft has four types of lasers—red, green, purple and gold—and you must power up with the same color or begin to lose. If you get three red power-ups, you'll lose those red lasers, but if you first get a green power-up, you'll revert to the weakest green laser.



### Expended Energy

It's impossible to avoid damage, so energy-recharging power-ups are of vital importance. Look for the shimmering multi-colored scans near the end of stages or after a particularly tough round of fighting. Collecting items will also increase your total score.

## FIGHT IN FLIGHT

The seven different worlds of Iridion 3-D feature lush backgrounds and are rendered in incredible detail. You'll get a password after finishing a stage, and entering it will sort you at the beginning of the next stage with as many lives as you had.



### Shields Up

Shiny green shields block your progress in the first stage. To eliminate the barriers, shoot the four generator devices. There is one device on each side of the shield, so you will need to zig the walls and work quickly.



### Tilting at Windmills

Near the end of Stage One, you'll encounter a large, spinning propeller. You'll need to use careful timing to fly through a gap in the blades. It's possible to destroy it by shooting at the center hub, but you must be accurate and more than a little lucky.



### A Watery Grave

Beware of the floating mines in the second stage. They will explode as you fly over them, shooting a huge geyser of water high into the air. Like the power machines and fly to the left in front of the mines to avoid damaging your craft.

### The Refusor Boss



The Stage One boss is a spinning warping orb of the Refusor. Wait for its wide section to open up, then blast it. You'll need to move as soon as the middle closes to avoid being hit by laser fire. It takes about 20 hits to vanquish the Refusor to the trash heap.



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## MOTOR MADNESS

One of the most popular racing series ever to hit the video game world comes to the palm of your hand with the release of Kemco's *Top Gear GT Championship* for the GBA. Seekers for realism, the designers of *Top Gear GT Championship* have included 6 tracks straight from the All Japan Grand Touring Car circuit, as well as 22 automobiles based on actual events. They also included three modes of play, the ability to change every aspect of your car's performance and a great track editor.



## START YOUR ENGINES

To jump right into the action, chose the Quick Race option at the Main Select menu. Once in Quick Race Mode, you can drive a single course, race against a friend (or three) or design the twists and turns of your very own track.



### Take a Track

You have six different tracks on which to race, as well as the option to build your own drive course. Your building options are limited to 10 in all, but all levels and track pieces are unlockable in Championship Mode.



### Choose a Car

You can pick from only six cars initially, but most are unlockable in Championship Mode. Pay special attention to the car's Max Power, Max Torque and Weight Ratings. You'll want an auto with lots of power and torque, but if it's too heavy, the car will bog down in the turns.



### Grab Your Gear

Finally, you must modify your car's parts. Medium is the default setting, and it works well while you're getting used to the game. Once you're confident, experiment with different combinations of equipment to see what works best for particular courses and weather settings.

## BE A CHAMPION

Championship Mode is where the true racing fiends are separated from Sunday drivers. You can race for up to 10 years with a single driver, and you must win first place in the highest GT pool class to defend the purse. Points earned are tracked through the seasons.



### Test Your Might

Before starting a race, you must prove you belong on the course. Your qualifying time is used to determine your starting position, so a fast time is critical. You can also take a look run of the course before attempting to qualify for the race.



### Time to Go

Your qualifying times are listed alongside the other racers—giving you a good idea of how much practice you need. Don't worry if you start in the back of the pack. You can take a straightaway to pass other drivers, but don't let slower you lose momentum.



### Need for Speed

Look for the warning arrows that appear above your car during the race. Light green arrows show a slow, gradual curve, yellow arrows represent a medium curve and red arrows signify a sticky sharp turn just ahead.



### Winner Takes All

If you win the race, you'll get a five-looking gold cup as well as a bunch of points. You need to earn plenty of points to advance to the next season and unlock goodies, so finishing in the top three is always your goal.



### The Next Level

You'll need to save your drive for each successful race. You can also race with up to three other players—you'll need a copy of the game for each participant and enough Game Link Cables to hook everyone together.



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## SWING INTO ACTION

Crawl, punch and swing your way to the top in the newest superhero rumbler *Spider-Man 2: The Sinister Six* for your Game Boy Color. As Spidey, you are called upon to save a kidnapped Aunt May from the many-tentacled clutches of Doctor Octopus. All of Spider-Man's powers are yours to use, including the ability to cling to walls, super strength, super speed, web-slinging and more. *Spider-Man 2* contains game play that's nearly identical to its N64 cousin, with superb graphics and sound rounding out an impressive new title.



## SURF THE WEB

You'll need more than courage to survive your quest, as Doctor Octopus, The Vulture, The Scorpion and more will do their best to stop you cold. Luckily, *Spider-Man 2* has three difficulty settings, so beginners and experts alike will feel right at home.



### All Tied Up

To free a cloggy ball of webbing, press B and then A. You have a limited amount of the sticky stuff, but you can earn extra web fluid by collecting coins scattered throughout the levels. The amount of extra fluid depends on your difficulty setting.



### Swing, Swing, Swing

Soar through the skies like a radioactive lizard with the Web Swing. To fly our web, swing in the air then press the A button twice, holding it the second time. You can use the Web Swing any time you're off the ground, even if you don't see a surface to stick to!



### Thump a Chump

The Sinister Six tend lots of rough-and-tumble henchmen to impede your progress, but most of them are a little slower than the uptake. Use your web-clinging talents to sneak up on unsuspecting bad guys. To cause the correct reaction, press the Select button.



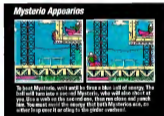
### Sewer Rats

Always explore every inch of a level—the areas are fairly big, and you'll need to collect all the Web Fluid, Spidey Lives and Healthboosts that you can. You can also find hidden tunnels by climbing up walls or running into seemingly solid barriers.



### Duck and Run

We'll not call the "webcrawler" for nothing. To make Spidey sink or stay belly, press Down on the ControlPad. You can still attack from this position, which makes it a great way to take out gun-wielding foes, but you can't fire any webs.



### Mysterio Appears!

To beat Mysterio, web and fly free a blue ball of energy. The ball will turn into a second Mysterio, who will also attack at you. Use a web on the second one, then run close and punch him. You must avoid the energy that both Mysterios use, or either will zap you if it cling to the spider webbed.



### A Window Watcher

Look out for open windows, as enemies will often pop out of them and attack. Some levels require you to collect items, such as keys. If you get stuck, attack enemies to get items and blow you. One of them will usually have the item you need.



### Secure the Armor

Sometimes, you'll find a surprise hidden in a level. The silver Spidey Armor will make you invincible for a short period of time, and also increase the amount of damage you deal out. Look for it in out-of-the-way places like ledges and tunnels.

GAME BOY COLOR



©2001 Taito

## TIME OUT OF MIND

*Hands of Time*, the latest offering from Taito, is one of the more unusual GBC games in recent memory. Propelled along by a bizarre plotline involving time travel, purple tentacles and lots and lots of whacked scientists, the game blends shoot-'em-up action, item collection and puzzle solving. Though *Hands of Time* has some problems, like a maddeningly slow normal walking speed and an almost unreadable font, the puzzles are clever and the title is worth a look for players who enjoy atypical gaming experiences.



### Search for Stuff

Important items are scattered throughout the levels, and you'll usually need to open one area to retrieve an item that allows you to enter the next area. In other words, double-tap the Control Pad.



### Mission: Ambiguous

You won't get help from HQ when it comes to figuring out your mission. Pay attention to any information that subverts or points it's hand out, and make sure that you explore every nook and cranny. Press Select to bring up a map.



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## ATLANTIS ARISEN

Based on the animated Disney movie of the same name, THQ's *Atlantis: The Lost Empire* is a fun trek through the deep blue sea. Though it's not the most strenuous of challenges for experienced gamers, its 14 large levels and wide variety of game play should keep almost every player coming back for more. Switch between five characters—each with a distinctive set of talents—drive submarines, fly hot-air balloons and more as you search for the most precious treasure of all time, the lost civilization of Atlantis.



### Stop and Swap



Up to five characters are available in each level. You can swap characters and save your progress whenever you find a radio.

### You Got Skills



Each character has a special skill that you must use somewhere in the level. For example, Audrey Ramirez can build and repair complex machinery, such as helicopters.

### Bombs Away



To use a character's skill, simply press Up on the Control Pad once you're within range of the target. Vicky Sorenson, pictured above, is a master of demolitions.

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THE LOST EMPIRE



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# NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

JUNE 2001



## THE LEGEND OF ZELDA: ORACLE OF AGES

5

Time flies when you're having fun.

The superior adventure to Oracle of Seasons, Oracle of Ages spans 400 years instead of its partner Pak's four seasons. While both games are interactive (by using a password you earn in one game, you can unlock loads of magazines, items, crossover story elements and a ridiculously difficult bonus dungeon in the other game), the two adventures are very separate experiences. Oracle of Ages trumps the other game in the puzzle department, boasting more and trickier stumps. You'll rely on your wits more than your sword in the eight crazy dungeons, though you'll do a fair amount of fighting, too.

As far as looks and sound go, Oracle of Ages is on par with Link's Awakening, while its design is far

more complex. Link must travel between the present and past, and the landscape varies between the two ages. By manipulating the key of the land with your time-involving powers, you'll be able to warp past dead-ends by finding secret roads in another time. Through convoluted navigation, you'll be able to reach the game's many tricky destinations, and all of the adventure's devious layouts make Oracle of Ages a Zelda game that no adventure fan should be without.

**COMMENTS:** Chris—I have to consider this game to be one of the best ever for Game Boy Color; its depth and complexity will not soon be rivaled.

Jason—More fun, difficult and satisfying than Oracle of Seasons, which says a lot considering Oracle of Seasons is a worthwhile, five-star game in its own right. Drew—Accomplishing everything in both games will be grueling (but you'll have fun doing it). Andy—Nothing humbles a player like a Zelda game. I had to use the Player's Guide just to get through the second dungeon.

GAME BOY COLOR



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- 1 Year
- 67 Issues
- Does Link sleep?
- 8 Pages



EVERETT with extras





## RAYMAN ADVANCE

What he lacks in limbs he makes up for in fun.

Ubisoft's original, million-selling Rayman returns on GBA in a drop-dead, 60-level treasure that's an impressive display of the GBA's power. Every pixel in every lushly illustrated scene seems to sparkle with aesthetic electricity, and the lush, surreal graphics are only a small part of what makes Rayman a game worth getting. Beyond the surface—which is truly superb—Rayman Advance features lightning-fast action and tricky layouts that require fine-tuned reflexes. The excellent play control makes manipulating Rayman a breeze, whether you're hovering with his helicopter hair to escape rising flood water, piloting a giant mosquito through a gauntlet of enemies or careening like a roller-coaster down a series of ramps. It may not be a wildly original side-scroller,

but it's wildly fun and surely one of the more difficult and challenging performances to come out in a while. The game plays as well as it looks, so take a peek at the jaw-dropping screenshots below for a glimpse into just how much fun Rayman can be.

**COMMENTS:** **Jill**—Who needs arms and legs to have a good time? Cute, great graphics and some original obstacles make this game fun. **Drew**—It's almost exactly the same as the original—an amazing accomplishment for a handheld game. It may be the best looking of the GBA launch titles, plus it's a blast to play. **George**—A very beautiful game with a lot of color, big characters and smooth animation. It looks like a cartoon. Since all of the art elements compete for your attention, it's sometimes difficult to tell what is in the background and what you can actually interact with. **Jenni**—This is about as good as platform games get on GBA—or last so far.



- With Super Mario Advance
- 1 player
- 2 levels

IGN	★★★★★
GAME	★★★★★
JAM	★★★★★
GAME	★★★★★
IGN	★★★★★



## F-ZERO MAXIMUM VELOCITY

The future of racing goes to the max.

The original F-ZERO for the Super NES was all about speed, and the GBA version of the white-knuckle racer doesn't quite match the Mach of the original, but it still pulls down some serious g's. F-ZERO Maximum Velocity's 21 all-new tracks will have you swerving around turpin turns, flying off jumps and veering around road hazards. Of all the GBA racing games reviewed this month, Maximum Velocity tops ahead of the pack by being the fastest and most challenging exhibition of speed. The game rolls out smoothly and sports tight handling, and its CPU racers pose some pecky stiff and vicious competition. Or you could race against your friends using the cool four-player Game Link feature. Either way, the game is a wash and a definite must for racing fans.

**COMMENTS:** **George**—F-ZERO Maximum Velocity perfectly translates the game play of the Super NES classic to the Game Boy Advance, taking advantage of the system's processing speed to display updated graphics at incredible speed. It's got the whole package—responsive control, lots of track elements, like jump planes and ice, and very smooth action. **Jenni**—It's a good-looking line racing game with decent controls, but the music is a little funny-good-bad and the cars don't seem very different from each other. **Alan**—Racing fans will love it, though the sense of extreme, mind-bending speed that made the Super NES version so amazing doesn't quite translate to the GBA. **Drew**—Maximum Velocity is good enough to be considered the definitive version of F-ZERO. **Chris**—It's not bad at all too much like the original, but even F-ZERO X showed that there's not a lot to build on to this game. Also, once the driving concepts are nailed down, the game gets pretty easy.



- With Link of the Past
- 1 to 4 players (with Game Boy Advance)
- Game Link compatible (Game Boy Advance and Link Cable Pack optional available)

IGN	★★★★★
GAME	★★★★★
IGN	★★★★★
GAME	★★★★★
JAM	★★★★★



## PINOBBEE: WINGS OF ADVENTURE

See all that you can see.

Believe the good buzz on this bee. Pinobee roared the story of Pinocchio, with the lead role going to a robotic bee who dreams of finding a heart so he can become a real insect. The game's heart is its platform-style action, but Activision has cleverly presented the setup in a refreshing, new way—instead of strapping your way up tiers of floors, much of your side-scrolling journey takes place in the air. Pinobee has limited flying ability, so he can dash horizontally or vertically in space for only a few short stretches at a time. While not wasting your wings' scarce Dash power, you must figure out how to zigzag through the sky efficiently so you can fly to secluded areas where you'll find dozens of power-ups that can improve your abilities.



Far from a generic platformer, Pinobee soars with new takes on the side-scrolling genre, including the addition of collectibles that actually mean something—such as the elusive Golden Bug that you can defeat to make the enemies in the following level a tad bit easier to battle. Pinobee's diary entries, which cap each level, are also inspired flourishes, progressing the story nicely while also adding plenty of charm to the game. Topped off with snappy music, crisp sound, radiant graphics and levels that demand second visits once you're able to fly to new heights, Pinobee is a platformer that reaches for the sky and delivers. It's one fun side-scroller that's as sweet as honey.

**COMMENTS:** Jenni—Pinobee is a solid platform-style game with enough innovative twists on the tried-and-true formula to keep players interested. It looks great, it plays great and it's only on Game Boy Advance. That's the GBA difference!



- **Really Good Gameplay**
- **1 player**
- **Looks Like It Could Be** (except for Game Pak required)

**CRITIC** ★★★★★  
**IGN** ★★★★★  
**JR** ★★★★★  
**IGN** ★★★★★  
**IGN** ★★★★★



## SUPER DODGE BALL ADVANCE

For multiplayer action, Allus is right on the ball.

In gym class, dodge ball can be a traumatic experience. As a video game, it's pure, twisted fun. If you're a seasoned gamer, you probably have fond memories of Super Dodge Ball for the NES, one of the most irremissible multiplayer games of its day. The knock-down fan still holds up as Atlas's colorful update, Super Dodge Ball Advance, and after one round in the human shooting gallery, the kooky appeal of the game will hit you right between the eyes like an on-target ball jostled by the school jock.

SDBA's action is frantic and armed to the teeth with cool ways to pelt your opponents. By using button combos, you can hurl gravity-defying pitches like the Snake Shot, Pause Shot, Slidekicker or Multi-shot. For control freaks, SDBA boasts a locker room

full of options and player particulars that you can micro-manage, including team formation, agility and toughness. Vibrant graphics, bouncy tunes and tight controls round out a great package, which is especially recommended for its two-player action. If an in-your-face, wannabe multiplayer rix is what you're after, SDBA is one Pak you won't want to dodge.

**COMMENTS:** Alan—It has enough strategy elements to make it deeper than most sports titles. George—There's not a lot to it, but it is well made with fun, stylized graphics and good play control. Derw—Every lazy P.E. teacher knows you can keep a bunch of children happy by handing them a pile of rubber balls and letting nature take its course. If you don't enjoy cracking opponents in the head with rubber balls in front of an audience of pandas, then you just don't know how to have fun. Jill—One of the best new games for Game Boy Advance.



- **EA's Best Gameplay**
- **1 to 2 players, 2-4GB Game Pak**
- **Some Luck over, Whole** (except for Game Pak required)

**IGN** ★★★★★  
**IGN** ★★★★★  
**IGN** ★★★★★  
**JR** ★★★★★  
**IGN** ★★★★★





## KONAMI KRAZY RACERS

**Killing all karts! Kool kart racing is coming!**

Though most go-kart game fans associate the high-speed silliness with Mario Kart, Konami hits the well-trodden road to roll out its own all-star kart race. Of course, the term "all-star" is used loosely since most of Konami's characters haven't even appeared in North America. Go down the Mystical Ninja, Castlevania Dracula and a few no-name stars hit the wacky roads in lousy locales like outer space and lava beds to compete in a speedy search for goodies—like mushrooms and hole diggers—and come good for boosting the strength of power-ups. Jumps and boosters dot the 10 obstacle-filled roadways, and your bouncy car's responsive steering and ability to hop will make navigating a bit more manageable, if not altogether "lousy."



To keep the race interesting, you must compete for a new bonus after occupying each four-lap circuit. By clearing a Time Attack speed trial and a one-on-one race, you'll be able to unlock a new circuit. You'll also receive new karts and info in your "e-mail" box, which appears on the game's fun Windows-style computer menu. The cute setup, characters and backdrops make your road trip a fun one, and the winding tracks and persistent competitors will remind you that kart can be challenging, too.

**COMMENTS:** Alan—Why is Mario's hair blue? Oh, wait, I'm not playing Mario Kart after all, but I might as well be. George—Character obscurity aside, the game is a decent Mario Kart-style racer. Drew—There isn't a lot of variety in the courses, despite their cosmetic differences. Sergio—The graphics are good and two-player mode is fun—especially Battle Mode. I dig the soundtrack.



- Requires 2GB of free space
- 1 or 2 players
- Battle Mode compatible (single-player only)

- AAA ★★ ★★  
 NEW ★★ ★★  
 SCORE ★★ ★★  
 GEN ★★ ★★ ★★  
 REAS ★★ ★★ ★★



## SUPER MARIO ADVANCE

**Mario Bros. and Super Mario Bros. 2 advance onto GBA.**

One of the coolest features of the GBA is its four-player capability, and that multiplayer perk is what really makes Super Mario Advance shine. SMA features two classic Mario hits in one, and the multiplayer half of the game is an update of the arcade classic, Mario Bros. Up to four players can link their GBAs and Super Mario Advance cartridges to play simultaneously and cooperate, clearing screens by punching floors to topple enemies that are walking on them. Cooler yet, if only one player has Super Mario Advance plugged into a GBA, the other players can link their empty GBAs to it to compete in a Battle Mode version of Mario Bros. set in a single screen.

For solo adventures, Super Mario Advance distills off the NES adventure, Super Mario Bros. 2.



While the SMBx portion of Super Mario Advance hardly maximizes the Game Boy Advance's potential (the improved graphics don't quite reach the level of some other GBA graphics), the game's classic hop-and-hop action provides reliable fun. The adventure half of SMA is considerably better than your average action-adventure, and it's definitely a fun diversion for players who are taking a break from the superior, multiplayer hits of four-player Mario Bros.

**COMMENTS:** Chris—The game play is true to the original, and the character voices are nice additions. Drew—Primitive by comparison to Rayman. Alan—Why remake SMBx when SMB3 is an infinitely better game? Yeah, Mario Bros, on the other hand is a fine piece of work, adding an even star to SMA's score. Andy—There are enough added features to make the experience seem new. Four-player mode is the way to play.



- Requires 32MB of free space
- 1 to 4 players
- Battle Mode compatible (single-player only)

- AAA ★★ ★★  
 AMI ★★ ★★ ★★  
 GEN ★★ ★★ ★★  
 REAS ★★ ★★ ★★





## EARTHWORM JIM

Lock up the cows! Earthworm Jim is back!

Before the recent spread of mad cow disease, Earthworm Jim was busy taking his toll on unsuspecting video game bovinies. The first outbreak of [EW] madness appeared in 1994 when Majesco debuted the superwormy, raucous and ridiculous side-scroller for the Super NES. Viscerity was his trademark, and while firing your blasters and harassing cows were standard objectives, how and where you'd perform those tasks would vary.

The GBA version faithfully brings back the game in all its off-kilter glory, and gamers who are easily bored will find plenty of varied busywork in EWJ's seven-stage adventure. Armed with a couple of blasters loaded with larized ammo, you'll jump on ledges, dangle from cables and ride a harmer, rocket

and sub. The play control could use a little fine tuning since well-timed jumps are the order of the day in the game. The cheesy, thumping music is almost as glaring—but then so is the over-the-top 'buck of the game. Cowen, Snoc. A level called "Bumflick" EWJ's standard hog-and-collect action gassed up with irreverent humor isn't quite as clever as it wants to be, but it's not a bad ride, either. Big fans of the worm, side-scrollers or offbeat jokes will get the most out of the game.

**COMMENTS:** Chris—The game is still obscure, both in game play and failed humor. Scenje—It's a classic, and you've got to love a game with psycho puppies. It's a little tough to see on the GBA, though. A little more brightness would have been a good idea. Oliver—Too much character, not enough solid game play. Alan—Sure, the bosses are predictable and it feels dated, but you ride a harmer!



- **Majesco** (Majesco)
- **1 player**
- **7 hours**

- EA** ★★★★★
- IGN** ★★★★★
- HOW** ★★★★★
- NEWS** ★★★★★
- WHA** ★★★★★

**EVERETT** Mid violence  
**E**  
ESRB



## PITFALL: THE MAYAN ADVENTURE

Adventuring in the jungle is going to get a little Harry.

In the early '80s, Activision debuted Pitfall, and it was one of the most innovative games that Atari 2600 fans had ever seen. The game's Indiana Jones-inspired hero, Pitfall Harry, has starred in a string of sequels since his auspicious debut, but they've never been as revolutionary as the original. The Mayan Adventure, starring Harry's son, Pitfall Harry Jr., is no exception, though the sun-of-the-mill side-scroller (based on a Super NES game) is still a reasonably fun romp in the jungle.

Pitfall Harry Jr. has plenty of ways to navigate the landscape, whether he's bouncing off spider webs or swinging like Tarzan. The game's strong suit is its variety, and it gives Harry Jr. plenty of funny animations (he flails wildly when springing from bungee vines

and performs lewding yogs when you take extended breaks). You'll have lots of moves to use, too, but mastering them is an adventure in itself. Among other things, Harry holds the gaze of fellow jungle explorer, Lars Croft, and his dinky controls will have you falling out of trees and accidentally bumping into monkeys more often than any parent should ever be allowed. Then again, it's a jungle out there, and Mayan Adventure provides plenty of campy, old-school, chest-beating action.

**COMMENTS:** Jerri—In many places, it feels like good ol' Pitfall, which is nice. JB—There are some exciting moves, but the graphics aren't as nice as most other GBA games. Alan—The play control is horrid. Your most powerful weapons are activated by pressing L and Select consecutively, but pressing Select also allows you to cycle through your weapons. So, when you activate a weapon, you often end up cycling to the next weapon in line. What? What?



- **Majesco** (Majesco)
- **1 player**
- **77 hours**

- EA** ★★★★★
- IGN** ★★★★★
- HOW** ★★★★★
- JL** ★★★★★
- NEWS** ★★★★★

**EVERETT** Mid violence  
**E**  
ESRB

# ALSO PLAYING THIS MONTH

## WIZARD'S

- RPG/ACT, Wizards
- 1 player
- 7 plays



For fans of *Wizard's* setup series, *Wizard 3D* hits the ball's eye. Majestic's slick and gripping new space shooter starts right at warp speed with fast play. Using frame advance motion to Shift on, while the better-the-view view makes it difficult to spot incoming enemies, everything else about the game looks out-of-this-world. But don't let your eyes wander—you'll need to keep your sights fixed on the smart dogfighters with their best as



3 1/2

## READY 2 RIDE 2

- Adventure/Racing
- 1 player
- 7 plays



Midway's pro bike racing game is major walking on the thin, and fans of the series won't be disappointed. The game's knockout, with fast, rock-'em, sock-'em action and funky, top-notch tunes, animation and voice. Despite the fun to racing mechanics—like on/off-lapping, immersion—and a wide variety of tracks and jobs, some gamers will find the slightest to be a bit limiting if you're bored, though, like a swing at Round2, because it strikes like a bee.



2 1/2

## TOP GEAR BT GRANDSPRINTER

- Karting/RT
- 1 to 4 players (with one only)



Kaneva's Top Gear series is for drivers who love to drink with spoons and wheels. In GT Championship, racers get to muckety with everything from the 32 cars' handling and dynamics to the weather and lay of the land. All of the tracks are laid in just a few minutes, but it's not the car as it's or graphics that will get you moving into overdrive—it's Top Gear's primo Game Tell made that enables you to create personalized tracks.



2 1/2

## FREE FIB WRESTLING

- MMA/BA Wrestling
- 1 to 4 players (singleplayer)
- Game Like Wrestling (Wrestling Game Play required)



Only hard-core fans of pay-per-view fights will want to go to the mat with BAM's graphically underwhelming mix of superstar wrestling, ultimate fighting, martial arts, floppy animation and sluggish controls. The browser boasts tons of match-based moves and over 100 characters, but aside from its four-player Game Link Battle Royal Mode, Free Fib Wrestling looks and feels like it should be for DBC rather than USA.



1 1/2

## DISNEY'S ATLANTIS THE

### LOST EMPIRE

- RPG/AC
- 1 player
- Multiple characters



Based on Disney's animated feature, Atlantis: The Lost Empire makes a very solid case for a game and an old-school storying. Five playable characters from the movie. The subtle hints, but the game really emphasizes navigation via character-switching. Each member of your crew has unique abilities, like the brawny powerer or Wily and his bomber power. The game provides an excellent and younger adventures will get the most out of the tubular voyage under the sea.



2 1/2

## KEY



★★★★★ Got it all!    ★★★★★ Good!    ★★★★★ Forget it!  
★★★★★ Not adult!    ★★★★★ Not to hot!    ★★★★★ Avoid!!!

## ESRB RATINGS

For more on ESRB, visit [www.esrb.org](http://www.esrb.org).

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC  
Early Childhood

E  
Everyone

E10+  
Everyone 10+

T  
Teen

T12+  
Teen 12+

M  
Mature

M12+  
Mature 12+

RP  
Rating Pending

X  
Adults Only

## CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked to game games in order of preference, with the favorite type of game appearing first.

<b>ALAN:</b> ●●●●●●●●●●●●●●●●	<b>JANE:</b> ●●●●●●●●●●●●●●●●
<b>ANDY:</b> ●●●●●●●●●●●●●●●●	<b>JEL:</b> ●●●●●●●●●●●●●●●●
<b>CHRIS:</b> ●●●●●●●●●●●●●●●●	<b>MICHAEL:</b> ●●●●●●●●●●●●●●●●
<b>DREW:</b> ●●●●●●●●●●●●●●●●	<b>SCOTT:</b> ●●●●●●●●●●●●●●●●
<b>GEORGE:</b> ●●●●●●●●●●●●●●●●	<b>SUNJAE:</b> ●●●●●●●●●●●●●●●●
<b>JASON:</b> ●●●●●●●●●●●●●●●●	







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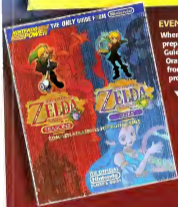
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# RAYMAN ADVANCE

Rayman's whole universe in your hands—60 levels of 32-bit graphic goodness, now on Game Boy Advance.



Available June 2001



GAME BOY ADVANCE

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